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Issue 67
April 1998



TOP 64 MAG
CAN THEY KICK IT?

WORLD CUP '98

ISS finally meets its match

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ALL YOU NEED TO KNOW ABOUT N64

EVERY NEW
GAME
REVIEWED
'N' RATED!



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INTERNATIONAL
SUPERSTAR SOCCER

THE BEST JUST GOT BETTER!

BY:	KONAMI
GAME TYPE:	3D Football sim
RELEASE:	May 1998
CART SIZE:	64 Meg



'98

The nation's about to go football crazy. First, we have the exciting finish to the Premiership. Second, there's the World Cup. And third, ISS '98 will be released in May.

It's well known that ISS64 was, and still is, the best football game around. Now it's set to return with stacks of improvements. But this time it might not have things its own way. World Cup '98 will be out in May too, also boasting oodles of enhancements. That said, with Konami's Major A development team calling the shots, there's every chance ISS will remain at the top of the table.



- What's cool?**
- Faster, smoother gameplay
 - Improved celebrations
 - Awesome multi-player mode
 - Commentary by Tony Gubba



Germany's on the attack. The forward side steps his marker and he's in on goal.



He shoots. It's heading towards the top corner. Only the keeper can prevent it going in.



And the goalkeeper misses it. It must be a goal... Germany quickly takes the lead.



Oooh, it's hit the bar. They couldn't beat us in 1966 and they won't do it in 1998, either.



N64 OVERLOAD

Amazing is the only word to sum up the massive amount of N64 games that have come into our clutches this month. Both World Cup '98 and Mission: Impossible are

going to be massive – put 'em on your playlist straight away. Then there's the gorgeous Yoshi's Story to get into, and a little further round the corner's 1080 which is just superb. Believe me, this is only the very beginning...
Til next issue.

Simon, Editor

ONM NEEDS YOU! How'd you like to give a second opinion on new Nintendo 64 games? ONM will soon be printing reader reviews so, if you want a shot at fame and fortune – well, perhaps not the 'fortune' bit – drop us a line. The address is on page 98.



PUNCH, KICK, IT'S ALL IN THE MATCH

The goalkeeper's intelligence has been improved and there are fewer scoring sweet-spots. There are still five different skill levels, catering for both newcomers and old pros, but even the easiest setting is quite tough. The goalies catch more shots, instead of pushing them over the bar, and they now parry the ball back into play and away from the worst danger areas.



IT KEEPS GETTING BETTER

Believe it or not, there have been quite a few improvements to the game. It's quicker and smoother, and the response when passing and shooting is faster. You can now control the ball instantly, and move it on in a split second.

There are enhancements to the animation, too. Players now launch into a header instead of simply jumping up, and there are more celebrations, including the Klinsmann dive. Another new feature is the option to adjust the height and power on all dead-ball situations.



PLAY GB ON N64 NEW EMULATOR FROM DATEL

Listen up, Game Boy fans... you'll soon be able to play portable titles on your N64!

Like Nintendo's Super Game Boy, the GB Emulator from Dattel slots directly into a normal N64 cartridge slot. Game Boy carts can then be plugged into the Emulator, allowing you to play GB classics on your telly at full size.

If that isn't enough, the Dattel Emulator also features a unique colour palette system which allows you to paint monochrome GB sprites. What's more, the Emulator features a built-in cheat cartridge, packed with hundreds of codes for major GB titles. The Emulator costs £39.99, and will hit the shelves this month.



PIKACHU IN MY POCKET NEW POKEMON VIRTUAL PET

Forget Tamagotchi. To f*ck with Digimons. The ultimate virtual pet is just around the corner, boasting Nintendo's seal of quality.

Pocket Pikachu's a virtual pet with a difference. The tiny unit is actually an accurate 'pedometer', a machine which can accurately read the distances you walk. The further you travel by foot, the more bizarre changes Pikachu goes through. Simple as that.

The unit itself is designed to look like a kiddy Game Boy, complete with the D-Pad and simple controls. The game's set to hit Japanese toy stores on March 27th, but there are no firm plans for a UK release.



BRAIN STRAIN

After writing this issue of ONM, our brains are literally bursting with scintillating Nintendo info. To release the pressure a little, here are a few simple questions for you to try out there in reader-land...

- (1) What will Hudson's new Bomberman game be called?
- (2) The currency used by Link in Zelda adventures.
- (3) The pink strips in F-Zero where you can boost your shield strength.
- (4) The hero of Ubi Soft's Tonic Trouble.
- (5) Pipsy's a mouse, Bomper's a badger, Banjo's a...

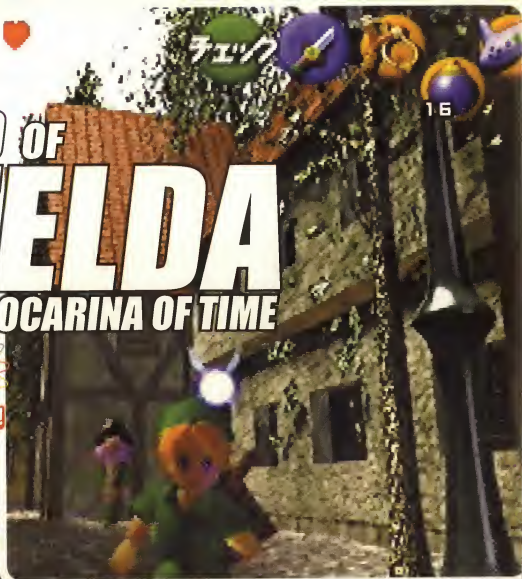


THE LEGEND OF ZELDA THE OCARINA OF TIME

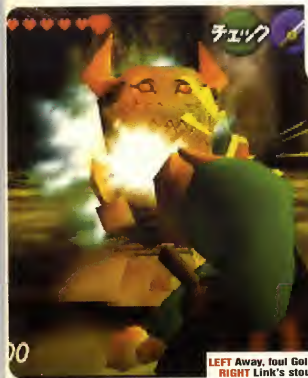
BY:	NINTENDO
GAME TYPE:	3D Adventure
RELEASE:	April 1998 (Japan)
CART SIZE:	128 Meg

Deep in the bowels of Nintendo's Japanese HQ, Shigeru Miyamoto's putting the final touches to his masterpiece, *Zelda 64*. Here's some of the deadly dangers he's got in store...

That Miyamoto's a devious one. Not content with the blood, sweat and tears we spilt trying to complete *Super Mario 64*, he's created a new army of monsters to challenge us in *Zelda-world*. This month we're gonna sneak a peek at a few of the weapons Link can use, along with some brand new locations. We can't wait much longer for this game!



ABOVE The villages in *Zelda 64* are incredibly detailed.



LEFT Away, foul Golem! Little Link gets tough. RIGHT Link's stout staff squashes spiders.



TRAP DISPOSAL SQUAD

When exploring the dusty dungeons and creepy castles, Link has to be wary of booby traps and hidden monsters. Some of the wooden treasure chests are wired with explosive fuses, while others unleash vicious monsters when touched. But all is not lost. To check for tricky traps and lurking nasties, Link can use his awesome boomerang. Here's how...



Clutching his trusty boomerang, Link creeps down a narrow corridor into another dungeon.



The dungeon is a dead end. In the background is a locked chest and another wooden sign.



Navie tells Link that the sign's a warning. Unsure if the chest's trapped, Link hatches a plan...



As he comes to the end of a long corridor, Link finally spots the exit. Go for it...

'ICE TO SEE YA!

We've seen Link fighting in forests, duelling in dungeons and clashing in caverns. Well, this month he's having fun in the snow. This frosty location hasn't been seen before, and hints that there's a wealth of Zelda secrets still to be unveiled. Stay tuned!

In an icy, shallow crater, Link notices a large ice sculpture. He walks down to have a closer look...



In the courtyard outside, Link sees a strange structure standing silently on the ice.



Amused, Link and Navie examine the bizarre stature. Who knows what manner of magic they'll find!



The ice statue is a triangular table with an odd unicorn's head at each corner. Each of the heads has a totally different expression.



One of the unicorn sculptures appears to be staring fixatedly at something in the distance. What's he seen...?



I see it! The chest's trapped. Link throws his boomerang. The camera swoops behind his head.



The boomerang spins across the room. If anything's there, Link's weapon will detect it...



As the boomerang buzzes back towards Link, it remains unharmed. Guess the chest's safe, then...



Link catches the boomerang perfectly. Now he can explore the room, safe from invisible dangers.

SHOOT TO KILL

In *Zelda 64*, Link can choose from a number of weapons. As well as his trusty sword and fighting stick, Link will be able to use bombs, boomerangs, a catapult and even magic. Each of the weapons can be assigned to a C-button on the controller, meaning you can draw our elfin buddy's weapons in the blink of an eye. Cast yer eyes down to see Link using his catapult...



At the start of the game, three yellow C-Buttons appear in the top right corner of the screen. When you find a weapon, choose which button you want to use it and an icon will appear. Simple!



On a narrow mountain path, Link sees a wooden sign. Navie advises him to take the right route.



Before long, Link's chased by an army of leaping spiders. Each has a single, pulsating eye...



Link turns and shoots. When he does, the game camera ducks inside his head.

DUNGEON DANGERS

In the dungeons, Link has to face hundreds of monsters. From six-foot lizard men to the gargantuan Dondango Dragon, every tunnel is littered with hazards. Link even has to be careful that the stone statues don't get stuck in!



In a dark dungeon, Link finds two statues. Soon, they come to life and move in silently for the kill.



When a Golem moves close, Link grabs his catapult and lets loose with an explosive charge.



When the tiny projectile makes contact it explodes, cracking the Golem's stone body.

GIVE IT SOME STICK!

During the game, Link moves between two distinct time zones. In one, he appears as a little boy, while in the other Link becomes a tall, strapping teenager. As a young boy, Link's favourite weapon is his fighting staff, a long piece of wood which he uses to bash, bully and batter even the bravest monster.



In a valley, Link is confronted by an army of leapin' spiders. He draws his staff...



Navie buzzes around the beasts frantically, trying to give Link a decent fix on the fiends.



Link swipes furiously, trying to make contact as the spiders jump past.



Link crouches down, allowing the monsters to fly overhead. As they pass, he pokes them from below!



Later in the game, Link explores a volcanic world. Yet again, he's attacked by two rock Golems.



This time, Link decides to use his sword. He spins through 360 degrees and slashes the monster.



As the Golem takes damage, huge sparks begin to flash from the stone surface of its body.



Eventually, Link's attacks are too much for the Golem. The creature reels back, crumbling away.

NEWS





WHATEVER ELSE PUTS YOU
ON THE SPOT.
IT NEEDN'T BE SPOTS.



THERE ARE SOME THINGS YOU JUST CAN'T HIDE, CAN YOU? ● RATHER LIKE THAT BIG SPOT ON THE END OF YOUR NOSE ● WELL, THAT WE CAN DO SOMETHING ABOUT, WITH NEW OXY 'ON THE SPOT' ● ● BECAUSE 'ON THE SPOT' IS A BRAND NEW DIRECT ACTION TREATMENT, SPECIALLY FORMULATED TO HELP ELIMINATE SUDDEN EMBARRASSING SPOTS ● AND LET'S NOT FORGET, YOU CAN ALSO HELP PREVENT ANY FURTHER ERUPTIONS, AND END UP WITH VISIBLY CLEARER SKIN, BY REGULARLY CLEANING WITH OXY DAILY WASH ● IT'S ONLY A PITY THAT LIFE'S OTHER LITTLE EMBARRASSMENTS CAN'T BE SO EASILY DEALT WITH ● ● SPOTS? OXYCUTE 'EM WITH NEW OXY 'ON THE SPOT'.

*Contains benzoyl peroxide. Always read the label. Oxy, Oxcute 'em and Oxy 'On The Spot' are trade marks.

BY:	NINTENDO
GAME TYPE:	3D Strategy
RELEASE:	June 1998 (Japan)
CART SIZE:	N/A (DD Disk)



POCKET DWELLERS DUAL TO DEATH!

Forget you ever heard the name Pocke Monsters. When the games starring Pikachu & Co. arrive on these shores, they'll be released under the 'Pokemon' tag.

These new shots, straight from Nintendo's Japanese fortress, are the first Pokemon Stadium images released since the Space World show last November. To play the game, Nintendoists must first foster and train vicious Pocket Monsters on their Game Boy. Later, when players slot their Pokemon cart into the 64GB Pak, the 64DD will recreate the monochrome sprites as vivid, vivacious, violent 3D creatures.



POCKEMON STADIUM



PAK UP YER TROUBLES

Pokemon Stadium is the first game to use the new 64GB Pak. The Pak acts as a bridge between the 64DD and Game Boy, allowing the 64-bit wonder machine to understand and enhance GB data. Many other games are planned for this system, including Shigeru Miyamoto's virtual pet project, Cabbage. In this, players care for a Tamagotchi-like creature who lives inside their 64DD, but they can take it for walks by downloading the virtual beastie onto a special GB cart.



- What's cool?
- GB compatible
 - Mad monsters
 - Great graphics



SHORT CUTS

- Wanna know what happens when you hit the 64DD's power switch? Well, our Japanese spies have, and here's what they saw... (1) After pushing the button, an Intro begins. A 3D, translucent 'N' appears, stirring-up realistic ripples. (2) The 'N' moves towards the screen as a dramatic fanfare sounds. The

- translucent 'N' solidifies. (3) "It's a me, Mario!" Mazza peeks around the edge of the 'N' logo and flashes a mischievous grin. (4) Mario begins to climb over the 'N'. The action is reflected on the shiny floor below. (5) The logo turns to stone and Mario falls off. Now insert a game disk to begin.



- Want some cheap Nintendo games? Rumours Stateside suggest that 64DD disks will be sold cheaper than PlayStation CDs. Publishers have claimed that DD games will retail for yen 3800 (£20), compared to the average PlayStation game price of yen 5800 (£30).

- Atari Games is currently developing an N64 version of the arcade swords 'n' sorcery classic, Gauntlet. In the game, up to four players take control of elves, warriors and wizards to battle each other through a series of dangerous dungeons.

- Want another fighting game? Well, bet you weren't expecting Rakuga Kids from Konami. The game, unveiled at this year's Tokyo Game Show, is a 2D beat-'em-up featuring flat fighters against 3D backdrops. Looks incredibly strange, but it could be tops.



BY:	ACCLAIM
GAME TYPE:	3D Adventure
RELEASE:	TBA
CART SIZE:	64 Meg

NEWS



SHADOWMAN

DO YOU OO VOODOO?

Forget Resident Evil. Never mind Tomb Raider. If you want a game that mixes the best elements of both, look no further than ShadowMan.

In ShadowMan, players take the role of Mike LeRoI, a literature graduate now turned assassin who operates in the seedy world of New Orleans. But there's a twist. At will, Mike can cross over into Deadside, a realm of the damned where he becomes ShadowMan, an immortal voodoo-warrior with astonishing powers. Mike's brother was killed by a cult of serial killers, and now he hunts 'em down one-by-one, killing the villains twice – once in our dimension, and again in the Deadside.



REDNECK RAMPAGE

It isn't only animals and monsters you have to worry about. The world of Shadowman is also overrun with human foes, all intent on bringing your life to a gory end.



1 Mike LeRoI finds a house on the fringes of the swamp. It's guarded by a redneck grunt.



2 As the vicious redneck moves closer, Mike LeRoI goes for his powerful guns, ready for action.



3 Even though he spots Mike's awesome Magnums, the redneck grunt still stomps forward.



4 When the brute's close, Mike opens fire. The redneck reels backwards, dead before he hits the dirt.

What's cool?

- Armies of voodoo monsters
- Terrifying Atmosphere
- Stunning 3D graphics

SEE YA LATER, ALLIGATOR!

While exploring the sinister world of ShadowMan, Mike's attacked by all manner of vicious beasts and monsters. While walking through the swamps, alligators are the biggest threat.



Creeping through the steaming swamp, Mike's menaced by a huge alligator.



Trying to conserve ammo, our hero tries to sneak past. The alligator snaps at his heels.



To avoid the creature's deadly jaws, Mike springs backwards and aims his Magnums.



With the massive beast in his sights, Mike empties his guns into its scaly hide.

BY:	NINTENDO
GAME TYPE:	3D Racing game
RELEASE:	June 1998 (Japan)
CART SIZE:	64 meg

IT'S GONNA BE AWESOME!

Thirty racers on a highway to hell, risking life and limb to take the prize. Who dares challenge the F-Zero speed freaks...?

This month, Nintendo has given us an insight into one of the later F-Zero X tracks. Although no name's been revealed, the track's a tricky, fast-paced course, where the racers must negotiate a series of tight turns and blind corners to stay in pole position. Most courses are littered with formidable loops and corkscrews, but you'll need to perfect your racing skills to finish this track.



Speeding up the brow of a hill, it's impossible to judge what dangers lurk on the other side.



Racing along the inside of a sharp corner, it's easy to lose shield power by crashing into your competitors.



The racers speed along a long straight, building-up their speed. Watch the tight corner on the horizon, though...



While taking this wide corner, the racers must turn sharply to the left to catch the bend on the inside.



On this uphill section, some of the heavier racers will struggle to keep their awesome top speeds.



Now a blind corner comes up on the left. Again, who knows what deadly dangers are waiting...?

SHORT CUTS

Virtual Chess 64 is now set for an April release. In the game, players will be



treated to a range of dazzling animations after they capture a chess piece, much like the zany action shown here. There'll be a four-player option, too, and a tutorial to teach you every chess trick.

Bad news - it looks like the 64DD could be delayed. In a recent interview, George Harrison, Nintendo

of America's VP of sales, said that the US release date of the disk drive may slip, meaning that the UK launch date will be pushed back, too. D'oh!

Daikatana, the new 3D shoot-'em-up from Ion Storm, won't arrive on the N64 'til late 1999. The game will be based around the Quake 64 engine, but

coding won't begin properly 'til the PC version is released later this year. Best save your energy for Quake in the meantime...

Calling all puzzle fans - Acclaim's addictive classic, Bust-A-Move 3, will be arriving on the Nintendo 64 this summer. The basic Bust gameplay will be spiced-up for your 64-bit wonder

console, so start looking forward to dazzling graphics and sleepless nights this holiday season.

Some racing news. WipEout 64 is coming along nicely, and is different to earlier versions; Carmageddon 2 is in development for N64; the coin-op California Speed is N64-bound; Midway is working on a futuristic racer.

NINTENDO 64



Deadlier Than The Male



90% **Nintendo**
MAGAZINE

"Without a doubt the best fighting game on the N64."

93% **Total 64**

"...a game that can rival Tekken in terms of depth of gameplay... unlike any other."

"this, and only this, is the one you should buy."



FIGHTERS DESTINY



ocean



BANJO-KAZOOIE



BY:	NINTENDO
GAME TYPE:	3D Platform game
RELEASE:	July 1998
CART SIZE:	64 Meg

In the wilds of Tywcross, Rare's toiling away on a platformer which looks certain to beat Mario. Welcome to the hurly-burly world of Banjo-Kazooie...

Tired of traditional platformers? Want a little more for yer wonga? Well, B-K promises to re-write all the platforming rules. Rather than one hero, the game allows players to use two characters as a team, namely Banjo the honey bear and Kazooie the Crested Breegull. This month, we're gonna show you how the two beasts work together.

2 BECOME 1

To conquer Banjo's quest, players must allow the two heroes to cooperate. In some regions the ground's too slippery and Banjo can only climb slopes if Kazooie gives him a piggy-back. To reach for the skies, Kazooie can carry our honey-lovin' pal.



In the swamp, Banjo finds it hard to move. To help, Kazooie lifts Banjo onto his feathered back.



With his long legs and sharp talons, Kazooie can run across platforms which are too slippery for Banjo.



Fortunately for Banjo, Kazooie's got boundless energy and he can give his pal a piggy-back for ages.



After getting a lift from Kazooie, Banjo finds a massive egg in the jungle. What's it all about...?



While exploring a wooden fortress, Banjo finds a strange metal plate painted with red feathers...



When he steps on the plate, Banjo is thrown into the air. Now Kazooie can catch 'n' carry our mate.



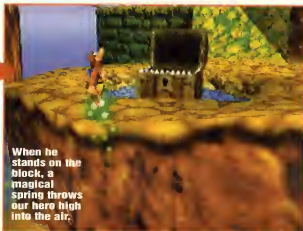
Kazooie spreads his wings to carry his portly partner through the skies. Whoooooosh!



However, Kazooie's wings get tired. When all the red feathers disappear, the pair plummet to the ground.



Banjo finds himself stuck at the foot of a tall mountain. Wonder what that strange block does...?

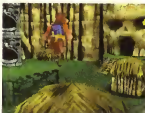


When he stands on the block, a magical spring throws our hero high into the air.

Mumbo Jumbo the witchdoctor guards the golden musical notes for Banjo. Collect 'em all, bear boy!

PUZZLE PIECES

One mission in 8-K is to collect the pieces of a golden jigsaw puzzle. Our heroes must also search for musical notes at certain points in the adventure, while other items must be collected to trade with the creatures you meet.



1 Banjo springs into an ancient jungle temple. Luckily, the ruins seem to be deserted.



2 Look, there's a piece of the jigsaw resting in the statue's eye socket. Go and grab it, Banjo...



3 Damn! The stone statue's much too high for our fuzzy friend to reach his golden, glittering prize.



4 Wanna know how Banjo got up here? Well, you'll just have to wait for the finished game, won't ya?

NEWS



A SPRING IN YOUR STEP

But Banjo can't rely on Kazooie all the time. At certain points in the game, the macho mammal must locate spring blocks which throw him to higher platforms. He must learn to control these massive jumps, or else risk a nasty fall.



What's cool?

- Hilarious new heroes
- Amazing worlds to explore
- Dozens of characters to meet
- Rare's seal of quality

POKEMON SNAP

ON SAFARI WITH PIKACHU 'N' PALS

Smile... you're on Pokemon camera! We only managed to squeeze two new shots from Fortress Nintendo, but Pokemon Snap's starting to look coooool.

Unveiled for the 64DD at Space World, Pokemon Snap throws players into a virtual safari park packed with wild Pokemons.

Using the 3D Stick to move around the worlds, players can interact with the beasts to try and take photos of 'em. You can save all your pics to 34DD disks, and even swap 'em with your mates. Wow! An original jaming idea! Wonders will never cease...



This mutant cat is pretty friendly, but don't annoy him or he'll try to attack!

BY:	NINTENDO
GAME TYPE:	3D Photography
RELEASE:	Autumn 1998 (Japan)
CART SIZE:	N/A (DD disk)



Two Pichachus party under a tree. Don't get too close, though. They can give you an electric shock!

BY:	ACCLAIM
GAME TYPE:	3D Race game
RELEASE:	August 1998
CART SIZE:	64 Meg

NEW
for 64!

THINK YOU CAN KEEP YOUR BALLS UP?

On yer marks, race freaks! We've got a brand new racing game to show you. But be warned... it's a little odd.

The heroes of Reckin' Balls are a gang of living spheroids, each with their own lovable expression and costume. The balls must race each other to the top of twisting, tangled tracks, either by bouncing along the roads or by using grappling hooks to grab higher platforms. Along the way, the balls are confronted by all manner of monsters, along with power-ups such as pinball flippers.

RECKIN' BALLS



- What's cool?**
- Loads of wacky racers
 - Bizarre, twisted courses
 - Multi-player option
 - Dazzling speeds

FUN FOUR ALL THE FAMILY

Up to four players will be able to race around the Reckin' Balls tracks, twisted courses that lead our heroes through cutesy desert, industrial and candy-coated worlds. There's little slowdown in the multi-player modes, making Reckin' Balls a potentially massive racing hit. As always, ONM will keep you in the picture...



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BOMBERMAN HERO

ボンバーマンヒーロー

QUEEN MILIAN'S RESCUE

BY:	HUDSON
GAME TYPE:	3D Platformer
RELEASE:	TBA
CART SIZE:	64 Meg

NEW
for 64!

Da bomb's back! If you were disappointed by B'man's first N64 outing, brush those bad memories aside. It looks like Mr. Boombastic's onto a winner this time.

The Bomberman rescue service rolls on. In this adventure Queen Milian, the ruler of our explosive hero's bizarre world, has been imprisoned by an evil tyrant. To save Her Majesty from certain doom, Bomberman has to blast his way through a series of huge levels which take him from the watery ocean depths to perilous mountainside boss battles.

HAVE SLIDER, WILL TRAVEL

The biggest difference in this Bomberman adventure is that the demon of detonation can use various vehicles to get around. Here's a selection...



COPTER

Glide through the clouds with a spinning rotor blade attached to Bomberman's head.



SLIDER

This high-speed hovercraft allows Bomberman to glide across water and snow with ease.



JET

This awesome jetpack allows Bomberman to race through levels at the speed of sound.



MARINE

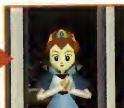
Now it's time to dive beneath the waves, using B'man's scuba pack to explore underwater caverns.

WOT'S THE STORY

Bomberman Hero also features a range of animations and short cartoons to link various stages of the adventure. At the very beginning of the game, we even get to meet Queen Milian in her prison cell...



Like a scene from Star Wars, B'man finds Queen Milian locked in a cell.



Queen Milian tells B'man how she was kidnapped by the evil tyrant.



In true B'man style, our hero swears that he'll do everything in his power to help.



Rumbled! Queen Milian suddenly hears someone striding into the prison cell.



B'man is confronted by the evil tyrant. Now the adventure really begins...



What's cool?

- Cool 3D graphics
- Various vehicles to try
- Bomb Boy himself

LET'S SMASH

HUDSON SERVES TENNIS ON N64

As the tennis season kicks off, a nutty N64 simulation is nearing completion. Grab a bowl of strawberries... it's time for Let's Smash.

Hudson's Let's Smash mixes fantasy and reality in equal portions. The game features four real tournaments, including matches in France, America and the UK. In addition to these genuine matches, the game features a range of bizarre courts. Look out for the fiercely hot Volcano Court, the Desert Court full of scorpions, the unstable Midair Court and the Skyscraper Court where it's dead easy to fall off the side.



BY:	HUDSON
GAME TYPE:	3D Tennis Sim
RELEASE:	TBA
CART SIZE:	64 Meg

What's cool?

- First N64 tennis sim
- Wacky courts to try
- Loads of quirky options

COMICAL CHARACTERS

Let's Smash allows you to choose from 24 characters (12 male, 12 female), each of whom has unique moves and victory poses. Even better, you can construct an original player from 180 different types of costume, including wedding dresses, tuxedos, bunny outfits and sailor suits. Crazy, man...



COWGIRL



DEMON



NORMAL

TONIC TROUBLE

ED GOES CRAZY ON NINTENDO 64

Poor Mario. He rules the roost with SM64, but it looks like Banjo and Link will soon knock his crown off. Even that mischievous Martian Ed's lookin' for a piece of the action.

We've just learned that Ed won't be alone in this adventure. Instead, the boy in blue will be able to call his mates for help. Some of these nutters include a mammoth with a pilot's licence, a piranha who puffs-up like a balloon and a geisha girl who Ed must rescue. Even Rayman makes a guest appearance...



ABOVE Ed reaches an impassible chasm. However, a half-chopped tree stands on the edge.

ABOVE RIGHT With mighty karate chops, Ed cuts away at the base of the tree. Creaaaaak...



The tree falls gracefully, forming a bridge across the deep chasm.



Ed skips across the fallen log, keen to continue his adventure.

POTTY PUZZLES

Much of the action in Tonic Trouble involves solving puzzles. Although the coders are keeping game details under their hats, here's one challenge to look forward to...



BY:	UBI SOFT
GAME TYPE:	3D Adventure
RELEASE:	July
CART SIZE:	64 Meg

SLIP SLIDIN'

But there's more to Tonic Trouble than solving puzzles. In one section of the game, Ed has to slide down a steep glacier on a baking tray!



Ed throws the baking tray like a frisbee and jumps on...



... Now he has to beat top times to move on to the next level.

MEANWHILE, IN THE DANGER ZONE...

With *Mission: Impossible* finally unveiled this issue, we got to thinking about our favourite action movies...

SIMON CLAYS

- Editor
JOB Stunt Co-ordinator
(1) *Con Air*
(2) *Temple of Doom*
(3) *Terminator*



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(1) *Batman and Robin*
(2) *Die Hard*
(3) *Speed*



BRAIN STRAIN ANSWERS

- (1) Bomberman Hero:
Queen Millian's Rescue
(2) Rupees
(3) Dash Zones
(4) Ed
(5) Musical instrument.
No, only joking...
He's a honey bear.



NINTENDO 64

OFFICIAL CHARTS

OFFICIAL NINTENDO 64 UK CHART

1 GOLDENEYE 007

Nintendo



2 WCW Vs. NWO

T.H.Q.



3 DIDDY KONG RACING

Nintendo



4 FIFA '98: ROAD TO THE WORLD CUP

EA



5 NAGANO WINTER OLYMPICS '98

Konami



6 TETRIS/SPHERE

Nintendo



7 SUPER MARIO 64

Nintendo



8 MARIO KART 64

Nintendo



9 CRUISE 'N' USA

Nintendo



10 INTERNATIONAL SUPERSTAR SOCCER

Konami



Expect *Star Wars: Shadows of the Empire* to go Top 5 again next month – the carts are back in stock! This month, *GoldenEye 007* goes from strength-to-strength...



JAPAN TOP FIVE N64 GAMES

- 1 TEN EIGHTY
Nintendo
- 2 DIDDY KONG RACING
Nintendo
- 3 TAMAGOTCHI WORLD
Hudson/Bandai/Nintendo
- 4 FAMISTAR 64
Namco
- 5 GOLDENEYE 007
Nintendo



US TOP FIVE N64 GAMES

- 1 GOLDENEYE 007
Nintendo
- 2 DIDDY KONG RACING
Nintendo
- 3 STARFOX 64
Nintendo
- 4 SUPER MARIO 64
Nintendo
- 5 BOMBERMAN 64
Nintendo



ONM OFFICE CHART

- 1 TEN EIGHTY
Nintendo
- 2 GOLDENEYE 007
Nintendo
- 3 YOSHI'S STORY
Nintendo
- 4 ISS '98
Konami
- 5 FIFA: RttWC
EA



READER CHART

Well done, Phil Silver (hey, Bilko!) from Stockport. You're the author of the first ONM Reader Chart. Send your top five and you could win a chrome Memory Pak courtesy of HMV.

- (1) DIDDY KONG RACING
- (2) GOLDENEYE 007
- (3) FIFA '98: RttWC
- (4) FIGHTERS DESTINY
- (5) LYLATWARS



SCORES ON THE DOORS

A couple of months ago we overhauled our marking system and unveiled a new award.



90%+
Buy this game!

80-89%
A solid game that would sit snugly in anyone's collection.

65-79%
One for fans of the genre, but lacks true greatness.

45-64%
Mr. Average arrives in town. Only for those who love the genre.

26-44%
Alert! Alert! Dodgy crotch of bottocks in the area.

25% and under
A complete dog of a game. This mongrel needs an injection that will put it to sleep – permanently! Hopefully we won't have to use this mark too often...

The Fundamentals of Killing

Lesson 3

If You Feel Warm, Raining Chunks Of Sticky Monster

That Means You Hit Your Target.

Q U A K E

fig. C



The Grenade Launcher
Short or Medium-Range

Two player death match



Created by



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BY: NINTENDO

PRICE:
£49.99

TELEPHONE:
01703 653 377

RELEASE: 1997
10th APRIL 1998

GAME TYPE:	PLATFORM/EXPLORATION	CART SIZE:	64 MEG
NO. OF PLAYERS:	1 PLAYER	BATTERY BACK UP:	YES
MULTI-PLAYER MODES:	NONE	MEMORY PAK:	NOT USED



Awww, ain't ickle Yoshi cute...?



Follow the coins for secrets.



Treasure showed that N64 platform games could be cool in 2D when it created *Mischief Makers*. Now it's the turn of Nintendo's own team to prove that, while graphical styles may change, gameplay never goes out of fashion.

Super NES graduates will remember Yoshi's Island. It was regarded by some as the sequel to *Super Mario World*, but anyone who played both games properly will remember that they were actually quite different. *Super Mario World* was about getting through worlds, but Yoshi's Story was about **COMPLETING** worlds – finding every available point and getting all the secrets for a maximum score. In that respect, Yoshi's Story is exactly the same – so if you're expecting a simple platform thrill ride, turn the page. It may look cute, but Yoshi's Story is a game for masters!



All levels open with a picture book.

YOSHI'S STORY

TURNING THE PAGES

Okay, story time...literally. As in Yoshi's Island, Baby Bowser is the bad guy, and this time his misdeed has been to steal the Super Happy Tree that keeps the inhabitants of Yoshi's Island smiling. Six new-born Yoshis, all different colours, have banded together to try to track down Bowser and the stolen tree. Their quest is presented in the form of a story book with six 'pages'. Each page contains four different journeys, and to get to the next page you need to complete one of the journeys, collecting a full quota of special items that are hidden along the way. Theoretically, you can beat Baby Bowser by completing just six Yoshi Journeys, but that ISN'T the same as completing the whole game!



Pick a journey from the ones you've opened. There are loads of routes through the game.



Pick one of the six coloured Yoshis and send 'em on a dangerous journey.



EVOLUTION OF THE DINOSAUR

Yoshis have come a long way since their first appearance in Super NES Super Mario World. Back then they could just run, jump and chomp down enemies. Now look what evolution has done for them!



Egg Production

Grab a fiendish foe and swallow it to turn it into a vicious missile.



Egg Launching

Hurl powerful eggs at an enemy to knock 'em into next week!



Pound the Ground

Jump up and push down on the 3D Stick to shake things up a little!



Flutter Jump

Hold the jump button and Yoshi briefly hangs in mid-air.



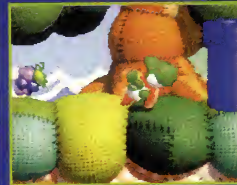
Tongue Grapple

Yoshi can climb to new levels by grabbing red balls with his tongue.



Swimming

Surprisingly, Yoshis can swim under the waves without having to come up for air.



Sniffing

All the Yoshis have developed a nose for secret treasure!



In this scene, the camera zooms out for a better view.

FAVOURITE FRUITS

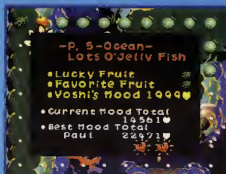
As well as increasing Yoshi's Mood score, fruit replenishes his 'health', as shown by the Smile Meter at the top-left of the screen. How much it increases depends on which Yoshi you're playing as. Each Yoshi has a favourite fruit that's the same colour as themselves. They also have a lucky fruit that's assigned at random at the start of the game. Best fruit of all, though, is the pale green melon. Every level contains exactly 30 of these, but many of them are cunningly hidden. Finding them all is the key to scoring maximum points.

BABY BOWSER





Try to collect the same kind of fruit for some nice bonuses.



The score screen shows Yoshi's favo fruit, his lucky fruit and how happy you've made him. Isn't it sweet...?

YOSHI'S FRUIT SALAD

To complete a journey you have to collect 30 pieces of fruit. The fruit affects Yoshi's mood and restores his happiness. Different fruits have different happiness values depending on which Yoshi you're playing as, and you can check how good your fruit collection is by pausing the game and checking Yoshi's Mood score.

HEARTS IN THE RIGHT PLACE

Finding 30 fruits completes a journey, but to jump to the next chapter you need to find the Special Hearts that are hidden in out-of-the-way places. You may have to complete a subgame to collect a heart, or it may be in plain view but unreachable 'til you uncover a secret route.



Collect three Special Hearts and all of the journeys on the next page open up.



How's Yoshi supposed to reach this one?



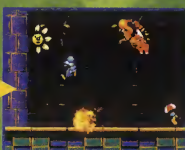
Collecting a favourite fruit adds three points to Yoshi's health and mood.



Pick a lucky fruit at the start of the game. Collect one for full health.



Watch out for these pale green melons. They're the key to big scores.



Hey! Why are we showing you the end of the game? 'Cos there's a lot more to completing it than beating Baby Bowser. This is not the end!

EGGSOCET MISSILES

As in Yoshi's Island, Yoshi's favourite weapons are eggs. He can collect up to six either by head-butting a spotty egg-block or by eating

certain enemies. Launch them by pressing the Z-Trigger and aiming a crosshair with the 3D Stick. Pick your target in one of two ways.



DIRECT TARGETING

To take out a single target, just put the crosshair over it and fire. Simple.



EXPLOSIVE BURST

Aim for open space and the egg explodes in mid-air, taking out all nearby targets.

MARCH OF THE SHY-GUYS

There are lots of basic enemies in Yoshi's Story, but every level has its complement of Shyguys. Like the fruits, these masked troopers come in different flavours, and each Yoshi has a favourite – yellow Yoshi likes yellow Shyguys, and so on. Chomping down any Shyguys earns you points (and arms Yoshi with one more egg), but getting the right colour nets you bonus points and extra health. Here's a tip: jump and pound the ground and any nearby Shyguys change colour!



Make the Shyguys the same colour as Yoshi and they score the same as a favourite fruit.



HEART ATTACK

There's another kind of heart in Yoshi's Story – the Heart Fruit. These are often hidden, but you can also get one to appear by collecting six of the same fruit in a row. Grab the Heart Fruit as it floats down the screen and some rockin' music kicks-in and your smile meter instantly fills up. Yoshi is now invulnerable, his tongue becomes extra long, and he can throw as many eggs as he likes without depleting his stock. Cool!

LEFT Catch the Heart Fruit for cool bonuses.

DINO PALS

Yoshi can't explore every inch of every level on his own. For help getting those hard-to-reach prizes, Yoshi needs the help of the locals...



AEROSNAKES

Jump on for a ride into the clouds. Bounce to steer them left and right.



TULIPS

Eat one to turn Yoshi into an egg. Now launch him to vast heights.



LAKITU

Knock this villain off his cloud then hijack it to lofty destinations.



HOMING CHICKEN

Touch it and turn all your eggs into semi-hatched homing eggs!



POOCHY

The cuddly canine from Yoshi's Island returns to sniff out secrets.



DRAGONS

Climb on their scaly backs to ride across impassable chasms or lava pits.



MR. CLOWN

Stand on this giant inflatable clown's head to reach hidden fruit.



WHITE SKY-GUYS

Find him, complete a level, and he'll revive a deceased Yoshi.



MISS HARPS

Wake them up then bounce on their heads to teleport between 'em.



THE BLACK AND WHITE YOSHI SHOW

As well as the six standard Yoshis there are two other varieties hidden in the game. One is black and the other is white, and both spring from special Yoshi eggs found in secret spots. These two Yoshis love all kinds of fruit, so you get the full happiness bonus whichever ones they eat. Take care of them!

1 Find the big black or white egg and finish the level... 2 ... to access the high-scoring powers of Black Yoshi! 3 Or indeed White Yoshi! Cool secret characters, eh?



Sniff, sniff... Yap!



He's found something!



Wow! Hidden platforms. Time to reach for new heights.

THE GREAT SMELL OF FRUIT

If you've been through a level a dozen times and still not found all the green melons, chances are you need to sniff out a secret. Hold down the Right Shoulder Button and Yoshi snuffles through the level. When you think you're in the right place, pound the ground to reveal the secret. It may be a melon, coins, a Heart Fruit, or something even more unusual!



SECRET CHALLENGES

Collecting all the green melons can be quite a task. Not only are they hidden, you have to complete a task to receive them! Here are some examples.



MELON RACE

Run past the flag and you're in a race! At the top of the screen a beastly Chomp is munching his way towards seven melons. Get to the finish line before he eats a melon and you win all seven. Too slow and Chomp eats your prize! D'oh!



BOX STACKING

Seven boxes drop from the sky. Jump to catch them, then run past the flag. Now you have to get to the end of the course, keeping the teetering stack of crates balanced. Reach the finish post and they become delicious melons.



BOX SHIFTING

If Yoshi's sniffing at a box but it doesn't seem to do anything, try pushing it towards another box nearby, or push them both into the same area. Sometimes putting the two together like this reveals a pair of melons.



MINI-BOSS

Stock up with eggs before you run across one of these mid-level bosses. You've got to destroy them to reveal melons, and if you run out of eggs to throw at them you may have to get on their heads and pound 'em!

NEW TO US

Nintendo has included new features in the British version of Yoshi's Story. The most notable is an automatic game save in Story Mode. When you complete a page it saves the game and, next time you play, that's where you start. You'd think this would make the game too easy to finish, but it encourages you

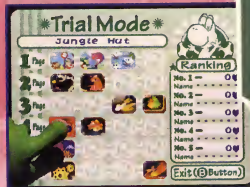


If anyone works out the significance of the coin letters, let us know!

to keep going 'til you've completed all 24 levels. Also, when you collect a Heart Fruit in certain places, hidden coins are revealed, sometimes in the shape of a letter – we haven't worked that one out yet. The third thing we noticed is the exclamation mark that appears above Yoshi's head when he sniffs out a secret. Okay, it's a small thing, but if you've had to turn down the sound it's a big help!



The only way to restart from scratch is to erase the save game data.



Once you've completed a course, a sticker appears in the book.

THE TRIALS OF YOSHI

Once you've completed a course in Story Mode it becomes available in Trial Mode. If you're stumped trying to find all the pale green melons or the special hearts in that course, you can use Trial Mode to go straight there and explore all the nooks and crannies you might have missed last time.



STANDING AT PLATFORM 64

Platform games have long been the staple diet of Nintendo players but, in this three-dimensional age, what room is there for old-fashioned 2D platformers like Yoshi? Well, at least you don't have that 'Can't Tell Where You're Jumping' problem caused by the camera angles in 3D platformers. Anyway, let's just see what else is on offer for die-hard Nintendo platform addicts.



Chameleon Twist

A pretender to the Mario throne. A few neat twists (huh-huh), but it's really easy to get to the end of the game.



Mystical Ninja

Coming soon, this smart adventure has almost as much leaping-about as puzzle solving and baddie bashing.



Super Mario 64

Still the king of N64 platformers. All the ingenuity of the other Super Mario platformers, but in dazzling 3D.



Mischief Makers

Pundits discounted this game 'cos it was 2D, but it proved to be one of the best platformers around.



Banjo-Kazooie

Rare's imminent 3D jump-about looks like it could take Mario's crown with it's incredible graphics.

COMMENT

At first I was unimpressed by Yoshi's Story. The early levels seem vacant, and beating Bowser takes no more than an afternoon. After that, the whole hook seemed to be finding all the secrets – pretty thin entertainment... or so I thought. Once you get into Yoshi's Story you realise there's more here than meets the eye. Sure, sometimes the pace is slow, but once you've been through it once and seen some of the amazing levels you WILL go back and complete it properly. Some of the levels are ingenious, and the whole business of feeding Yoshi his favourite fruits brings to mind the 'character nurturing' idea that Shigeru Miyamoto was talking about at Space World. This won't be to everyone's taste, but for Mario culture nutters and anyone who wants to relive the classic platform action of Super NES days, it's essential.

PAUL GLANCY

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOUR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS

86

Okay, okay, Yoshi's Story is a 2D game. But you'll probably never see a more stylish, cute, better designed 2D platform game anywhere else.

SOUND

87

Incredibly cute sound effects and mind-bogglingly catchy in-game tunes. Believe it – you'll be humming these choons for ages!

PLAYABILITY

89

Until you get into Yoshi's Story, it looks like old-fashioned fat. However, once you're finally there, the full Yoshi challenge emerges...

LASTABILITY

92

You'll get to the end of the story in one short sitting, but actually completing the whole game will take you months and months.

OVERALL

Yoshi's Story looks slightly behind the times, but this is a classic Nintendo platform game in a classic Nintendo style. Essential.

88%

A year ago we showed you the first shots of Mission: Impossible. Since then the game's been completely re-hashed. Let's see what's been happening...

This is gonna be one massive game. And it's not just the ONM gang that think so, either. You lot out there have made it the fourth most requested title in Britain! And, 'cos it's so sought after, info, shots and playtests have been tougher to get hold of than a Teletubby toy. We got lucky. We've seen it and we've played it. So here's everything we were allowed to show you. It's so cool...

If the searchlights find you you're cooked meat. That's unless you shoot 'em first.



MISSION: IMPOSSIBLE

SHOOT ON SIGHT

A year ago there was very little gun action in Mission. Luckily for us, a major re-think means we get lots of stuff to kill...

Ethan's sneaking around looking for clues. A guard sees through his cunning disguise.



Ah well, time to take aim and knock this bloke into next week. Aim carefully 'cos, if you miss, it could be game over.



The guard sees Ethan's weapon but, before he can shoot, a silenced dart fizzles towards the unfortunate soldier.



Strike to Ethan and another one bites the dust. Time to rob his sleeping torso for any goodies there might be.

GADGET HABIT

M:I is a real gadget lover's heaven. Most of the game's sub-missions require Ethan to find, nick or ask for a piece of electronic kit. Here's some of the better gadgets you'll have to find along the way...

9MM PISTOL

Standard kit in the world of terrorism. Noisy, clumsy but lethal. Keep well out of the way.



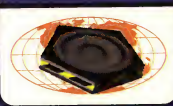
BLOWPIPE

Great when quiet is called for. Cannot be detected by metal detectors, either.



MINE

Cool and deadly, mines can be set to detonate at depth, height or by touch.



LEVEL BEST

It's official – Mission: Impossible features five worlds spread over 20 levels. Our sneaky insight allowed us to explore the first set.

SUBPEN

This level's like the bit in Bond movies where we see the final throws of 007's current mission. It's like a training area where Ethan has to use the scanner to find equipment for his team mates.

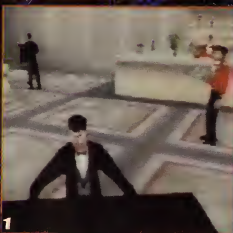


PRAGUE EMBASSY

Someone's out to kill Ethan at this posh Embassy party. Ethan must find the killer before discovering an escape route. It won't be easy as Ethan has to get into restricted areas.



1 In the embassy, Ethan has to attract the attention of a high ranking general, so he plays his fave choon on the piano.



2 Ethan twinkles the old ivories. The General hears his beloved record and heads for Ethan.



3 Now the General's under his spell, Ethan can get into off limit areas.

1 Ethan spots a guard and takes him out with a silenced weapon.

2 The Shoulder Buttons and D-Pad switch Ethan's view back to behind his shoulders.

3 Moving slowly to try and make less noise, Ethan arrives at a hut.

4 Inside, Ethan meets the rest of the IMF team. Now it's time to dish out the gadgets.

RUSSIAN EMBASSY

After the seriously undercover goings-on in Prague, the action shifts to the Russki embassy. Here Ethan must contact the computer expert, Candice, and use her talents to help him.

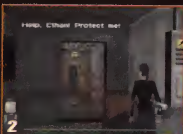
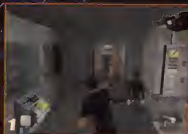


1 Ethan finds Candice, but is immediately suss-ed out by a nosy Russian guard.

2 Our computer expert friend panics and screams for Ethan's help.

3 Ethan targets the Soviet pain in the butt and prepares to put the sucker down.

4 Bang! One high-powered rifle round finds its way into the guard's chest. 1-0 to Ethan.



UZI SMG

Popular on the black market 'cos they're small and pump out loads a lead. Not very accurate.



DART GUN

Shoots sleep or poison darts. A powerful, silent weapon that holds up to 20 darts.



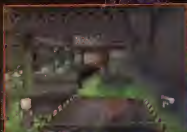
FACE MAKER

Hi-tech or what? This kit copies faces and produces an exact foam match. Careful, they melt.



SEWER

The cool climate of the sewer beneath the Embassy's the perfect place for a computer room. M:I's platform-style level asks Ethan to protect Candice and lead her to the computer so she can download info.



In classic platform style-e, the ramps roll back and forth. Boom! There's a guard at the other end.



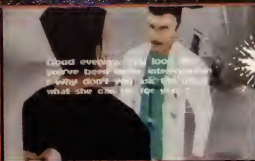
As the platform rolls forward, Ethan targets the guard and pops a cap in his chest.

HOSPITAL

Ethan's arrested by the CIA. He escapes but, unfortunately, once clear of the cells he has to struggle to the hospital in search of an antidote for the truth drug he's been injected with.



The doc questions Ethan as he stumbles his way through the busy hospital ward.



HOW M:I PLAYS

What ever M:I's like, comparisons are always going to be drawn with Goldeneye. Both look gorgeous, both follow similar themes and both control well. But that's where it ends 'cos, once you play Mission, the differences stick out like a sore thumb. Mission's more subtle and asks you to use your noggin. You can't just run with your guns blazing. Instead, you have to think carefully about where you're going and how you're going to do it. Having played it, we know it's going to be big. Very big.

THINGS THAT MAKE YOU GO... BOOM!

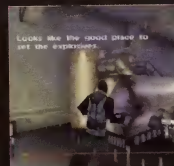
Like Goldeneye, M:I gives you lists of mission objectives. Here we see Ethan charged with a touch of bomb planting.



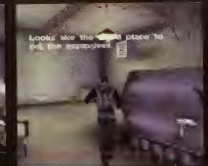
No, that's not quite right. Let's try over here.



Right, this looks like a good spot to plant me bombs.



Sorted. Time to get my spy-master butt outta here... now!



Cripes. I'd better make tracks or I'll get caught in the blast!



Down in the stinky sewers, Ethan looks for clues to solve this impossible mission.

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ONCE YOU'VE PICKED IT UP YOU CAN'T KEEP IT DOWN!

World exclusives don't come much bigger than this. EA allowed only one magazine to see its latest football extravaganza. Join us for the first ever showing of World Cup '98.

In less than three months, the World Cup kicks off in France. The whole nation will come to a standstill as we pin our hopes on England winning for the first time since 1966. Unless, that is, you own an N64, in which case you can compete in the finals long before the opening ceremony. Yes, World Cup '98 is coming to spice up our lives during the weeks between the end of the season and the start of the World Cup. The developers have spent a year working on strategies to improve on the last edition. Having played it, we reckon they've come up with a game which could topple ISS64...



WORLD CUP '98



MISSING IN ACTION

A notable absentee from this game is the FIFA branding. Although it's approved by the governing body, it was decided that this game should be promoted as the official World Cup title. The FIFA logo's been replaced by the Cup mascot, Footix, who dances around when you make a selection, and even falls asleep when you take too long.

I GET KNOCKED DOWN...

How's this for an intro? As the game starts, Chumbawumba's Tubthumping kicks-in to get you jumping about and start the adrenaline pumping. Get ready, the game's about to begin...



GROUP A	BRAZIL	SCOTLAND	MOROCCO	NORWAY
BRAZIL		June 10 St Denis 4.30pm	June 16 Nantes 8.00pm	June 23 Marseille 8.00pm
SCOTLAND	June 10 St Denis 4.30pm		June 23 St Etienne 8.00pm	June 18 Bordeaux 4.30pm
MOROCCO	June 16 Nantes 8.00pm	June 23 St Etienne 8.00pm		June 10 Montpellier 8.00pm
NORWAY	June 23 Marseille 8.00pm	June 10 Bordeaux 4.30pm	June 10 Montpellier 8.00pm	

GROUP B	ITALY	CHILE	CAMEROON	AUSTRIA
ITALY		June 11 Bordeaux 4.30pm	June 17 Montpellier 8.00pm	June 23 St Etienne 3.00pm
CHILE	June 11 Bordeaux 4.30pm		June 23 Nantes 3.00pm	June 17 St Etienne 4.30pm
CAMEROON	June 17 Montpellier 8.00pm	June 10 St Denis 4.30pm		June 11 Toulouse 8.00pm
AUSTRIA	June 10 St Denis 3.00pm	June 17 St Etienne 4.30pm	June 11 Toulouse 8.00pm	

All times are British Summer time.

WE'RE PLAYING FOR ENGLAND

It's no surprise considering the title, but this is the first of EA's footy games to feature only international teams. There are no Premier League squads on offer, although real players have been used (West Ham fans will be pleased to know that Rio Ferdinand has made the England 22). As well as the 32 qualifying teams, a further eight have been added to encourage sales in the countries that failed to make the finals...



The England team has a few surprises. What's Mark Draper doing there?



Alan Shearer shoots and misses. Paul Kitson would've hit the target.



WORLD IN MOTION

Although most of you will be familiar with the traditional FIFA gameplay options, there have been a few cool changes. Here are the choices for World Cup '98...

FRIENDLY

Choose from all 40 teams and play a one-off game. Most commonly used for two-player games, although this is perfect for learning the basics before entering the World Cup.



WORLD CUP

Now it's the real thing. Choose your side and enter the First Round. To add variety, there's an option to randomise the groups, allowing all the big guns to play each other from the start.



CUP CLASSICS

This mode isn't available 'til you win the Cup, but it's worth the effort. Choose from classic Cup finals from 1930 to '82. Older matches are in black and white!



TRAINING

Not only can you work on various footballing skills such as passing, shooting and dribbling, you can even compete in a practice match, playing the Attackers vs Defenders game.




1 Bergkamp races into the box.

2 That's a blinding shot on goal.

3 A cracking save from the keeper.

4 And it's a corner to Holland.

HELP IS AT HAND

Extra options have been added to help newcomers compete against FIFA fans. Although it's possible to play using only the Pass and Shoot buttons, you may struggle without a little computer assistance. This is where handicap options such as Player Attributes and Catch-Up Logic come into play. Both enhance your team's skills and increase your chances of scoring. A further handicap has been included which balances the skills of every team.

ON THE BALL

Although FIFA: Road to the World Cup was a good game, there was still room for improvement. Thankfully, the developers have ironed out all the

niggling faults, such as allowing you to stop the ball running out for a throw-in or corner. EA has created Compression Touch which gives faster reactions to your commands. In fact, the response is 75% quicker, making the game feel better than ever.



EA's Compression Touch allows you to attack with excellent control and pace. Not like the old days, eh?

HAPPY TALKING, TALKING, HAPPY TALK

EA has made a few changes to the commentary team. The coders have teamed-up with the BBC's World Cup line-up to increase the authenticity of the title. Memory restrictions may mean that not all of the following will appear, but we've got our fingers crossed!

DES LYNAM

The housewives' choice. Ol' Dessy introduces the break before handing over to the in-game commentator.



JOHN MOTSON

Motty (complete with sheepskin coat) takes us through the play-by-play commentary.



KENNETH WOSTEN-HOLME

Who can forget the legendary words 'they think it's all over? Ken returns for the Classic Cup games.



GARY LINEKER

Naturally, Des won't introduce every match so, when he's taking a break, ace goal-getter Gary Lineker steps in.



CHRIS WADDLE

Famous for the worst penalty in World Cup history. Chris has been hired for his so-called expert opinion...



SAVE OF THE SEASON

Another feature which needed improving was the goalie's intelligence. He was often beaten by looping headers, or was too slow to react. He now reads the game much better and learns from his mistakes. He's quick off his line to narrow the angle, and can parry the ball away from danger. Many of the goal-scoring sweet-spots have been removed too, making it tougher to score.



WIN this awesome NEW telly! by watching EXPOSURE on the OLD ONE!

This weekend channel-surf over to Rapture on the cable network to catch Exposure, the show with the latest hot stuff in the world of computer and video games, as well as a load of real-life chat on life, love and the pursuit of teen happiness.

The action starts at 4pm on Saturday and 2pm on Sunday, and if you tune in on March 28th or 29th or April 4th or 5th you're in with a chance of winning every gamer's dream, this awesome 28" Sony TV with NICAM stereo sound.

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All you have to do is watch the Circuit Boardroom part of the show, where Exposure's reviewers check out the latest PC and console games, and your hosts, Stephanie and David will fill you in on how to enter. Remember, the competition is open over two weekends and we'll be announcing the winner during the show.

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GET ROUND THE BACK

The majority of FIFA flicks 'n' tricks have been retained, and a few have been enhanced. An example is the overhead flick which now allows you to get round the back of your marker and leave him rooted to the spot. Also, tackling has been adjusted to prevent an entire match of sliding tackles.



GOD SAVE OUR GRACIOUS QUEEN

Each of the ten stadiums have been fully rendered, including the final venue, Le Stade de France. Before kick-off the camera pans around, showing the ground and the sell-out crowd. As the players come out of the tunnel, they line-up for the national anthem. Some stand proud with hands on their hearts, while others stretch or shiver in the cold.

IT'S IN YOUR HANDS

Although EA's Team Management options have always been comprehensive in previous versions of FIFA, the latest installment offers even more changes for die-hard football fans. Here's a few of the most important...

LINE-UP

Every team has taken 22 players to the finals. Choose your starting line-up carefully, taking into account your opponent's strategy.



FORMATION

All the usual formations are available, including 4-4-2 and 4-3-3. You can play your Defence, Midfield and Attack in a line or diamond.



STRATEGY

Your strategy may change according to the opposition. This allows you to bring your team forwards or backwards as a complete unit.



AGGRESSION

Choose a hardman and increase his intensity. Now he'll add extra bite when he tackles. You can even make more vicious players...



ATTACK BIAS

There are times when you must attack, but you won't want to over-commit. This allows you to choose which players assist the forwards.



KICK TAKERS

Choose who takes the corners, free kicks and penalties. Accuracy and power should be factors when making your choices.



CUSTOMISE PLAYER

Adjust your players' attributes. You can alter their appearance so they're recognisable on the field.



GROUP C	FRANCE	SOUTH AFRICA	SAUDI ARABIA	DENMARK
FRANCE		June 12 Marseille 8.00pm	June 18 St Denis 8.00pm	June 24 Lyons 3.00pm
SOUTH AFRICA	June 12 Marseille 8.00pm		June 24 Bordeaux 3.00pm	June 18 Toulouse 4.30pm
SAUDI ARABIA	June 18 St Denis 8.00pm	June 24 Bordeaux 3.00pm		June 12 Lens 4.30pm
DENMARK	June 24 Lyons 3.00pm	June 18 Toulouse 4.30pm	June 12 Lens 4.30pm	

GROUP D	SPAIN	NIGERIA	PARAGUAY	BULGARIA
SPAIN		June 13 Nantes 1.30pm	June 19 St Etienne 8.00pm	June 24 Lens 8.00pm
NIGERIA	June 13 Nantes 1.30pm		June 24 Toulouse 8.00pm	June 19 Paris 4.30pm
PARAGUAY	June 19 St Etienne 8.00pm	June 24 Toulouse 8.00pm		June 12 Montpellier 1.30pm
BULGARIA	June 24 Lens 8.00pm	June 19 Paris 4.30pm	June 12 Montpellier 1.30pm	

TACTICAL SWITCH

While earlier FIFA titles featured loads of gameplay options, Team Management couldn't be used while the match was in progress. Thankfully, that's been amended. You can now choose two back-up formations and tactical adjustments which can be altered using the C-buttons. This stops your opponent predicting which changes are being made.



You can now change tactics without pausing the game.



Use the Z-Trigger and C-buttons to make a switch.

SAVE-A RAMA!

Keepers now read the game better. Check out Seaman's save...



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DON'T GET SHIRTY

The kits of all 32 teams are identical to the ones they'll be wearing in June – and not just 'cos they're the same colours. The developers have used a graphics routine that makes the uniforms look like they're made of cloth, flapping in the wind instead of clinging to the player, and collecting dirt every time a player falls. What other footy sim boasts such sophistication?



WAVE YOUR HANDS IN THE AIR

This being the greatest tournament in the world, it's only natural that players are gonna get excited when they score a goal. New celebrations have been added, including high-fives, chest bumps and somersaults. You even see the opponents' goalie moaning at his defence (à la Schmeichel). If a game's particularly exciting, you may get a glimpse of the players piling onto each other. What's wrong with a pat on the back?



ONM DREAM TEAMS



GROUP E	HOLLAND	BELGIUM	SOUTH KOREA	MEXICO
HOLLAND		June 13 St Denis 8.00pm	June 20 Marseille 8.00pm	June 25 St Etienne 3.00pm
BELGIUM	June 13 St Denis 8.00pm		June 25 Paris 8.00pm	June 20 Bordeaux 1.30pm
SOUTH KOREA	June 20 Marseille 8.00pm	June 25 Paris 8.00pm		June 13 Lyons 4.30pm
MEXICO	June 25 St Etienne 3.00pm	June 20 Bordeaux 1.30pm	June 13 Lyons 4.30pm	

GROUP F	GERMANY	UNITED STATES	YUGOSLAVIA	IRAN
GERMANY		June 15 Paris 8.00pm	June 21 Lens 4.30pm	June 25 Montpellier 8.00pm
UNITED STATES	June 15 Paris 8.00pm		June 25 Nantes 8.00pm	June 21 Lyons 8.00pm
YUGOSLAVIA	June 21 Lens 4.30pm	June 25 Nantes 8.00pm		June 14 St Etienne 1.30pm
IRAN	June 25 Montpellier 8.00pm	June 21 Lyons 8.00pm	June 14 St Etienne 1.30pm	

A QUESTION OF SPORT

As the referee blows the whistle for half-time (you now see a close-up of this), a trivia question appears on the screen with multiple-choice answers. Although this has no bearing on the game, it gives football fans the chance to test their knowledge. And don't worry about the questions repeating. The developers promise to include around 8,000 different questions, based on all the qualifying teams.



improve your football knowledge.

THEY'VE THOUGHT OF EVERYTHING

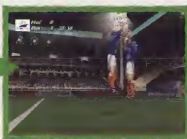
This is as close to the World Cup as you're gonna get without visiting France. The game features a complete listing of all the fixtures, and includes every aspect you'd expect to see during the three week tournament. From the game stats (sponsored by Snickers), to each match kicking off at the designated time, and from logical weather conditions to the pitch wearing away in action areas, nothing has been left out. For once, International Superstar Soccer 64 has a fight on its hands.



GROUP G	ROMANIA	COLUMBIA	ENGLAND	TUNISIA
ROMANIA		June 15 Lyons 4.30pm	June 22 Toulouse 8.00pm	June 26 St Denis 8.00pm
COLUMBIA	June 15 Lyons 4.30pm		June 26 Lens 8.00pm	June 22 Montpellier 4.30pm
ENGLAND	June 22 Toulouse 8.00pm	June 26 Lens 8.00pm		June 15 Marseille 1.30pm
TUNISIA	June 26 St Denis 8.00pm	June 22 Montpellier 4.30pm	June 15 Marseille 1.30pm	



GROUP H	ARGENTINA	JAPAN	JAMAICA	CROATIA
ARGENTINA		June 14 Toulouse 4.30pm	June 21 Paris 1.30pm	June 26 Bordeaux 3.00pm
JAPAN	June 14 Toulouse 4.30pm		June 26 Lyon 3.00pm	June 20 Nantes 4.30pm
JAMAICA	June 21 Paris 1.30pm	June 26 Lyon 3.00pm		June 14 Lens 8.00pm
CROATIA	June 26 Bordeaux 3.00pm	June 20 Nantes 4.30pm	June 14 Lens 8.00pm	



Greetings, minions! Welcome to the only place in ONM where fair play is banned and cheats are heroes! Join the ranks – and possibly win a prize – by sending your Nintendo tips to me at the usual ONM address. More cheats! More knowledge! More power! Wario's a-gonna WIN! BWA-HA-HAAA!!

WIN WITH WARIO

PICTIES PLEASE!

Send a photo of your handsome/beautiful selves and, if your cheat is one of the five winners, you'll also receive instant fame by seeing your pic printed in the mag. Pull a funny face and there'll be even more chance of seeing your mug in ONM.



WARIO'S MOST WANTED



Send me your favourite cheat and you could be the proud owner of an N64 MakoPad controller and Tremor Pack, courtesy of those smiley people at Interact.

THIS MONTH WARIO WANTS...

SUPER NES/GAME BOY

Yoshi's Island, Actraiser, UN Squadron, Axel, Chrono Trigger, Zelda: A Link To The Past, Super Metroid, Super Mario RPG, Animalnacs, Super Punch Out.

NINTENDO 64

Mischief Makers, Bomberman 64, WCW Vs NWO, Diddy Kong Racing shortcuts.



MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO



NINTENDO 64

★ BE A PSYCHO SUB-ZERO NUTTER!

Welcome to the ONM cheats' dojo, grasshoppers! You too can have the agility of a gazelle, the speed of a cheetah and the courage of a lion, just by pressing a few buttons! Read on, if you dare... Next month I'll show you how to warp to any stage.

★ TEN URNS OF VITALITY

Enter NCKVSZ at the password screen.

★ 1,000 LIVES

Enter GTTBHR at the password screen.

RIGHT It's such a pity that Sub Zero's game is totally pants!



FIGHTERS DESTINY NINTENDO 64



NEW CHARACTERS!

At last! A beat-'em-up for the N64 that challenges Tekken and Virtua Fighter for graphics and gameplay. This month I'll tell you how to play as Robert the Robot and Ushi the Cow, and next issue we'll have The Joker and The Master.



PLAY AS ROBERT THE ROBOT

Go into Fastest mode under Record Attack and beat all the fighters in less than one minute, combined time. At the end The Master will tell you that you can access Robert. If he doesn't and awards you something else, try again 'til he does.



PLAY AS USHI THE COW

Enter the Rodeo Mode, stay alive for a minute or more, and you'll be able to select the Ushi the Cow as a playable character.



Go on! Whip that stupid-looking clown!



Moody fighting under darkened skies.



CRUIS'N USA NINTENDO 64



STAGE SELECT

At the stage selection screen, simply press the Left Shoulder, C-Left and C-Down at the same time to go straight to the Golden Gate Bridge. Left Shoulder, C-Down and C-Right at the same time take you to San Francisco. Finally, for Indiana, press Left Shoulder, C-Right and C-Up all together. Doesn't make the game better, though...



Hit the road with Cruis'n.



TOP GEAR RALLY NINTENDO 64



ACCESS THE HIDDEN CARS

Lost your Memory Pak with your season rankings saved on it? Or are you just too lazy to win a championship or two? Whatever, enter these codes to get TGR's top cars...



ACCESS ALL STANDARD CARS

Go to Arcade on the mode selection screen. Then press A, D-Pad Left, D-Pad Left, Down-C, A, D-Pad Right and Z-Trigger. Now go back to whatever mode you wish to play in and your choices should include monsters such as the BMW M3, the Ford RS200 and Porsche.



ACCESS ALL TRACKS

Go to Arcade on the Mode Selection screen. Press A, D-Pad Left, D-Pad Left, D-Pad Right, D-Pad Down and Z-Trigger. Then, when you go to track select, you should be able to pick any of 'em.



ACCESS THE HELMET CAR

For high speeds and sure-footed handling, this beats the standard cars. Select the Arcade choice on the normal mode selection screen and press D-Pad Up, D-Pad Up, Z-Trigger, B, A, D-Pad Left, D-Pad left.



ACCESS BEACH BALL CAR

Take the fast track to the fastest car in TGR with this method. When you have Arcade in front of you on the mode selection screen, press B, B, A, D-Pad Left, D-Pad left, Down-C, A and D-Pad Right.

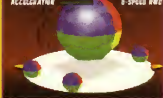
MAX SPEED
ACCELERATION



ACCESS THE ICE CUBE

This monster is tricky to handle, but the Ice Cube car is fast! On Arcade in the mode selection screen, press C-Down, D-Pad Up, B, D-Pad Right, A, Down-C, A then a final D-Pad Right.

MAX SPEED
ACCELERATION



WCW VS NWO WORLD TOUR

NINTENDO 64



PLAY AS THE BOSSES

Hoo-wee, what a wrestle-fest! What makes this different from most beat-'em-ups is that you have to master tactics, not just specials. When you think you've got all the standard moves mastered, here's how to access extra guys.



PLAY AS DIAMOND DALLAS PAGE

Go to League Challenge, choose WCW and play 'til you meet this snarling behemoth. Defeat him and you'll be able to pick him from the Select Screen.



PLAY AS GLACIER

To command the wrestling powers of Glacier, beat the Independent Union in League Challenge mode.



PLAY AS RANDY SAVAGE

Get your butt into League Challenge and beat the NWO to play as this lady-loving rogue.



PLAY AS WRATH

Choose Dead Or Alive and play 'til you meet Wrath. Beat him to control 'im in future bouts.



PLAY AS JOE BRUISER AND BLACK WIDOW

After you've beaten all the game modes you'll get an extra menu, Whole World Wrestling. There are two categories to tackle, Cruiser and Heavy weights. Beat the Cruiser mode and face the Super Cruiser boss, Joe Bruiser, and beat the Heavyweight division to face Black Widow, the super heavyweight boss. Beat 'em and you can play as them.



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DARK RIFT NINTENDO 64



PLAY AS BOSSES

Dark Rift is the N64's best looking fighter, but it's controller reactions leave a lot to be desired. Here are cheats to play as the Bosses. Next issue we'll show you how to see all the endings, along with some special moves.



PLAY AS SHORK

At the title screen, where it says Press Start, input this code. Left Shoulder, Right Shoulder, Up-C, Down-C, Left-C, Right Shoulder.



PLAY AS DEMITRI

Again at the title screen, when it says Press Start, enter this. A Button, B, Right Shoulder, Left Shoulder, Down-C, Up-C.



Seen my Light Sabre? Second-hand, you know...





WIN WITH WARIO



DUKE NUKEM 64 NINTENDO 64



Tired of trawling through 'orrible Octabrainz and legions of Pig Cops, only to be killed at the end of the level by an Enforcer? Well, the latest of my **WORLD EXCLUSIVE PAL** cheats lets you play on any Duke level you like!



CHEAT MENU

On the main menu screen, you have to access the Cheat Menu. Do this by pressing D-Pad Left, D-Pad Down, Left Shoulder, Left Shoulder, D-Pad Up, D-Pad Right, D-Pad Left then D-Pad Up. You should see Cheat Menu appear as an option.



LEVEL SELECT

After accessing the Cheat Menu, still on the main menu screen, press Right Shoulder, Left Shoulder, Right Shoulder, Down-C, D-Pad Right, D-Pad Up, D-Pad Left then Up-C. Now go into the Cheat Menu and choose your level



These alien scum are gonna pay for shootin' up my ride!



TOGGLE MONSTERS ON/OFF

After accessing the Cheat Menu and still on the main menu screen, press Left Shoulder, Up-C, D-Pad Left, Left Shoulder, Down-C, D-Pad Right, D-Pad Left, D-Pad Right.



INVISIBILITY

Still on the main menu screen, press Right Shoulder, Right-C, Right Shoulder, Left Shoulder, Right Shoulder three times then D-Pad Left.



TOGGLE ITEMS ON/OFF

After accessing the Cheat Menu and still on the Main menu screen, press Right Shoulder, Right-C, D-Pad Down, Left Shoulder, Up-C, D-Pad Left, Right C, D-Pad Left.

WAR GODS

NINTENDO 64



Here's one for the people who ignored our advice and went and bought War Gods. Perhaps these top cheats will help dry your tears of sadness and frustration. Listen to us in future, okay...?



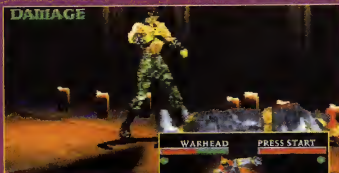
FREE PLAY MODE

This tasty little cheat lets you have unlimited credits in War Gods. On the title screen, press Left-C, Left-C, Right Shoulder, A, B, Up-C, Right-C.



CHEAT MENU

On the title screen, press D-Pad Right three times, then hit B twice and A twice. Amongst other options, this'll enable you to perform easy-peasy fatalities. When your opponent is beaten and it's time to Fatality their butt, just press A + B and the top and right C-Buttons simultaneously. Take note, though - this is very easy to carry out, but you **MUST** be the right distance (about two to three paces) from your opponent.



It plays like Mortal Kombat, but the fighters are crap.



PLAY AS EXOR

On the selection screen, press D-Pad Left, D-Pad Down twice, D-Pad Right, D-Pad Left, D-Pad Up, D-Pad Left, D-Pad Up, D-Pad Right and D-Pad Down and choose any character. Now ugly Exor is yours!



PLAY AS GROK

On the character selection screen, hit D-Pad Down, D-Pad Right, D-Pad Left twice, D-Pad Up, D-Pad Down, D-Pad Right, D-Pad Up then D-Pad Left twice. Then choose any character to play as this bulky hunk of meat.





GOLDENEYE 007

NINTENDO 64

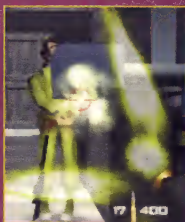


CRAFTY CHEATS

WINNER! Tom Harper, Scotland.

(1) When playing a Deathmatch game in the Severnaya Bunker with Remote Mines, first chuck a mine at the centre of each suspended TV monitor in the main control room.

(2) Detonate them from a safe distance and now, whenever you chuck a mine on this level, it'll float in the air. Try lining-up three or four in a corridor, suspended in the air, and wait for an opponent to come running into them before you detonate. Great fun!



CRAZY GLITCHES: FLAG TAG

(1) Get your mates to join you in an Archives Flag Tag with Pistols or weaker weapons.

(2) When you finally have the flag, run to the room where you start the level in One Player mode, the area where you first get interrogated.

(3) Stand with your back to the door and, try as they might, your mates won't be able to come in. Now you can keep the flag 'til time runs out!



INVISIBILITY CHEAT TIP

If you're going gun crazy trying to race through the Archives to get the invisibility cheat, STOP! You're doing it the wrong way! You'll get much better results if you don't fire a single shot and only eliminate the enemies that need to be killed with your bare hands. This way, no alarms will sound and you won't be swamped by guards. Follow these instructions and you should have your invisibility cheat in no time. And, by the way, you do have to speak to Mishkin...



Another N64 game featuring the Space Shuttle.

SUPER EMPIRE STRIKES BACK

SUPER NINTENDO



LEVEL SKIP

WINNER! Tim Gambrell, Hants.

At the title screen, press A, B, Y, X, A, B, Y, X, A, B, Y. You should hear Darth Vader saying 'excellent' to indicate the cheat's worked. Afterwards, press L + R + Start to access the Level Skip screen. Simple as that, Jedis.



Luke rides his agile beast on Hoth.

PRINCE OF PERSIA

SUPER NINTENDO



LEVEL SELECT

WINNER! David Vadis, Hants.

Enter the word SPECIAL as a password. It'll be rejected, but never mind. Continue and start the game. Pause the action and press B, Y, Up, Down, Left, Right, L and R. You should hear a weird noise to indicate that the cheat's worked. Then press Start and Select and you'll see a Level Select screen.



YOSHI'S COOKIE

GAME BOY



EXTRA LEVELS

When the game starts, set the level to 10. After beating this level the credits will play. Wait 'til they're over and you'll receive the harder levels to play.



LEVEL SELECT

At the Options Screen, set the Speed to High, the Music to Off and the Level to 10. While the cursor's on Level, press Select again and again 'til you're on the level you require. This code will also change the cookies into Monsters. Scary!





WIN WITH WARIO

FIFA: ROAD TO WORLD CUP

NINTENDO 64



WINNER! James Burns, Surrey.

There were loads of cheats for this game on the back of last month's tips book. This one didn't make it into the book, but it's so deliciously sneaky I just had to stick it in here and award James Burns a prize. Nice one, Burnsie. When the cheating revolution comes, there'll be a place for you at my side.

When you're playing against the computer and the opposition's goal is about to boot out the ball, stand right in front of him and press the header button as soon as he kicks it. Time it right and you should nut the ball past him to score every time.



Score every time from a header, you cheat!

ZELDA: LINK'S AWAKENING

GAME BOY



SUPER COOL CHEATS!

WINNER! David Hartley, West Sussex.

Successful shoplifting! If you need something from the shop, but you don't have the Rupees, pick up the item then walk around the shopkeeper anti-clockwise. If you're quick you can make it to the door while his back's turned and escape with the item. You have to be pretty desperate, though - if you try to go back inside, the shopkeeper kills you!



Dig out that cart and cheat!



Can you solve Link's quest?



NEW AREA TO EXPLORE!

When you've got Roc's Feather and the Flippers, return to the Nightmare room in the first shrine and jump into the top right corner. As soon as Link falls, tap the Jump button as quick as you can. As you fall into the dungeon, Link will jump into a strange, explorable world made from parts of other levels. You'll probably have to do this a few times before it works.

CLAYFIGHTER 63 1/3

NINTENDO 64



Betcha thought your brain was made of clay after playing this game for five minutes? What you need are some fast-acting tips to help extract the last traces of enjoyment from Clayfighter. Keep reading and you'll be treated to some top moves for Kung Pow, Earthworm Jim, Taffy, T. Hoppy, Dr Kiln and Boogerman.



Key

B	Back
F	Forward
D	Down
L	Left Shoulder
R	Right Shoulder
QCF	Quarter Circle Forward

KUNG POW

Chop Socky	D, D, F, F (close)
Pan Catch	F, D, B, D

EARTHWORM JIM

Uppercut	B, D, F + R (close)
Cow Drop	D, D, D + L + R
Head Inflate	D, F, B, B + L (close)
Knock Off Island	D, B, B, F + R
Squish	B, F, F, F + R (close)

TAFFY

Taffy Twins	QCF + R (close)
Roll Over	L, R, L, R (far)

T.HOPPY

Stomp	F, F, F, F (close)
Carrot	F, D, B + L

DR KILN

Torso Chop	F, F, F (close)
Throw Off Island	D, F, B, F (close)
X-Ray Machine	B, D, D, F

BOOGERMAN

Belch	D, D, D, R (close)
Power Blast	F, B, D, B, F + L (close)
Flip Kick	B, F, D, D + R (close)



Try Kiln's vicious moves.



Lose some weight, porky!





WIN WITH
WARIO

HOT HELP



Stuck in our favourite game, are we? Pah! If you had an ounce of sense you'd cheat like I do. Send all your gaming problems to me or, if you're desperate, try the Nintendo Hotliners on 01703 652222. If you need help on the latest N64 releases, ring 0891 669945. All calls cost 50p per minute, so ask permission from whoever pays the phone bill.



RICHARD



GRAHAM



DONNA



JAMES



PAUL



RPGS

Q: The Classic Corner feature on Secret of Mana was great, but it didn't answer one burning question. At some point in the game I've missed two Weapon Orbs for the glove and axe. Could you print the location of all the Weapon Orbs, especially those on level nine?

Gareth Dunstan, Derbyshire.



A: There aren't enough Weapon Orbs in the game to power all your weapons. 'Cos of this, two weapons will always be less powerful, and their strength depends on which order you collect 'em. Sorry about that!



Q: How do I get the Boomerang in Legend of Zelda: Link's Awakening for the Game Boy?

Adam Humpage, Walsall.

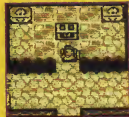
A: Once you've collected the magnifying glass, go back to the hidden cave on Toronbo Shores. Inside this cave you'll find a tiny creature called a Goriya. Now you can trade your dirty shovel for his sleek boomerang.

Q: Help me, please! In Legend of Zelda: Link's Awakening, how do I get the bird key?

Martin Sellers, Wakefield.



A: You must first free the rooster by playing the Frog Song of Soul to the bones underneath the weather vane in Mabe village. Enter the right cave below the hen house and follow the path with the rooster to find a chest with the Bird Key in it.



SHOOT-'EM-UPS

Q: Please could you print some level passwords for Urban Strike on the Super NES?

Thomas Anderson, Norwich.



A: Good boy, Tom. Never worry about playing the game properly, just skip through it with the passwords! You've earned the favour of Wario, so here are all nine codes for Urban Strike. Alas, the mission nine password has disappeared, possibly forever...

MISSION 2	BAJA OIL RIGS	CNHLGCSYH
MISSION 3	INSIDE OIL RIG	ZNHGLBRJXCG
MISSION 4	MEXICO	WHLGDRG77ED
MISSION 5	SAN FRANCISCO	NLGBWD3VK96
MISSION 6	MEXICAN	HGBWDMYNN
MISSION 7	NEW YORK	LBWDRGM4CH7
MISSION 8	LAS VEGAS	GWDRG3P7XHS
MISSION 10	UNDERGROUND	WR63PMVFNBF



Q: I'm stuck in the cargo bay in Star Wars: SOTE. Can you help?

Steven Jenkins, Bristol.



A: Here's the cargo bay switch sequence. Go to the two groups of two switches to the left of where you enter. When you're facing the switches, press the right switch on the left panel. This'll open a door to your left at ground level. Next, press the left switch on the right panel to open a door on the second level. Now go to the three groups of three switches on the opposite wall. Go to the centre panel, press the centre switch. Go to the three switches on the right and press the left switch to open a door on the third floor. Each of the rooms you've opened has a ramp in it. So long as all the switches have been activated, you'll be able to climb to the top.





PLATFORMS

Q: In Super Mario World I can't get the key in the Valley Ghost House.
Matthew Poole, Kent.

A: Move right and punch the prize block. Dodge the green bubbles and enter the door on the right. Jump on the switch block, run right and enter the last door. Carry the switch box right towards the prize block, set it down then punch the prize block. The music will change when the coins start arriving. Use the control pad to move the coins up and right (like a staircase) towards the platform in the upper right corner. When the music stops, jump on the switch block, change the coins into blocks the run up the staircase. Then, as small Mario, go under the wall and carry the key to the keyhole.



Q: Can you help my son Robert with any tips or cheats for Super Ghouls and Ghosts on the Super NES? Thanks very much.
R Walsh, Banff, Scotland.

A: To get a stage select, press Down 'til EXIT is highlighted on the options screen. Simultaneously press and hold the Left Shoulder Button and Start on Controller 2, along with Start on Controller 1. Use the D-Pad to change options. When you're ready to play, highlight EXIT and press the A button to exit the options screen. Exit again to the title screen and press Start to begin.



Q: Could I please have some cheats for Yoshi's Island on the Super NES, especially how to get onto the secret levels? Thanks.
Gary Savage, Lancs.

A: To get the bonus screens you need to score 100 points on every level. However, on any stage select screen, point to a stage with the cursor and, while holding Select, press X, Y, B, A. Enter this code correctly and a new menu will appear with several mini-games to choose from. You'll need to enter this code every time you want to play these games.



Q: I'm really stuck at Toxic Tower on Donkey Kong Country 2: Diddy Kong's Quest for the Super NES. Please help me 'cos it's the second to last level in the game.
David Nissenbaum, Derbyshire.



A: When you start out on this dastardly level you'll be using Rattly the Rattlesnake. You'll need to make him do super jumps so you can jump high enough to avoid the toxic waste. To do a super jump, hold the A button for a few seconds and then let go. With any luck you should jump a lot higher than normal.



BEAT-'EM-UPS

Q: How do you do the bicycle kick with Liu Kang on Mortal Kombat 3 for the Super NES. I can't manage it!
Mike Broad, Oxford.

A: To perform Liu Kang's unique bicycle kick, hold Low Kick for three seconds then release it.



Q: We're dying, please help us! We love KI Gold on the Super NES and we've beaten the game on a difficulty of six stars in two continuities, but we still don't know all the Danger Moves. Can you help us, please?
Ciaran O'Kelly and Robert Brennan, Dublin.



A: Don't worry, guys. Here's all the Danger Moves for Killer Instinct. Now go and have some fun!

CHIEF THUNDER Press Forward, Down-Forward, Down, Down-Back, Back in one continuous motion, then hit FK.

SPINAL Press Back, Back, Back, Back and MK.

RIPTOR Press Back, Down-Back, Down, Down-Forward, Forward in one continuous motion, then hit MP.

FULGORE Press Down-Forward, Down, Down-Back, Back, then hit FK.

SABREWOLF Press Back, Back, Forward, then hit MP.

GLACIUS Press Back, Back, Back, then hit FK.

T.J. COMBO Press Back, Down-Back, Down, Down-Forward, Forward, then hit FK.



RACING

Q: I recently got an N64 with Super Mario 64 and Mario Kart 64. I'm about to get Waverace 64 and I'm dying to know if there are any cheats?
Matthew Pollard, High Wycombe.

A: Select Dolphin Park in Stunt Mode. Go through all of the rings and complete the following stunts: handstand, spin (ride backwards), stand and somersault, barrel roll left off a ramp, barrel roll right off a ramp, flip off a ramp and dive underwater from a ramp. If you did it all correctly the dolphin will squeak when you cross the finish line. Exit the course and select Warm Up in Championship Mode. On the character select screen, hold Down on the 3D Stick as you press Start to choose your rider. Start the Warm-up mode and you'll appear on the dolphin's back!



CALLING MOONBASE NINTENDO!

Send queries to: **HELP ME, I'M SCHTUCK!** Official Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ. Or give the Nintendo Hotline a call, either directly or on the auto-line.

Please make sure you get permission from the bill payer before you ring 'em.

**(01703) 652222
Auto: 0891 669945**





WIN WITH
WARIO

DUKE NUKEM SECRET LEVELS

Come get some... more! In our Duke tips book in *Issue 65*, we covered two of the secret levels. For those of you with bad memories, cast yer eyes down for a reminder of how to find them. For everyone else, here are two more sizzling secrets...



LUNATIC FRINGE

To reach Lunatic Fringe, jump through the monolith at the end of the Dark Side level. At the other end, blast the crack in the wall and follow the passage. This

is the level where you hit all four buttons around the arena to open the central area. Then you press the alien hand switch to expose the shrinker ray. Remember now?



AREA 51

At the end of the Movie Set level, a tinal studio can be opened opposite the stack at the end of the street. Press the handprint to open a tunnel. Open the far wall

and you'll see an alien control room. The entrance is here. The aim is to launch the missiles, after noting the launch code in a previous room.

DUKE BURGER

The entrance to Duke Burger is in Gun Crazy, around the corner from the end of the level. Get on the platform behind the metal garage doors and look for a small crate on the floor. Jump on this crate and the entrance will magically appear before you.

Blast the crack in the wall to open a new entrance.



Once in the Street, get into Duke Burger via the Blue Card entrance. The Blue Card is above and behind the burger menu board. Make an order and it'll appear.



5, 6, 7 Go into the bathroom, crouch and duck through the vent into the kitchen. Hit the button here to remove the force field that leads back behind the counter. From the kitchen, go to the back storeroom to find the Red Access Card.



DUKE NUKEM PLAYER'S GUIDE



8, 9, 10 Use the Red card and run into the meat locker. Jump on the conveyor belt, through the Meat Disposal, and to an office. Behind the desk is a switch which opens the next area. Before you go to this new area, go out into the street and take out some Pigs!



11&12 This is the last room. Be careful when dashing to the Exit button 'cos there's a Pig Cop waiting for you!

FREEWAY

Get to this level through Hotel Hell. Go through the waterfall in the top offices, then blow up the palm trees to find the entrance.

1&2 Search the water for extras, surface past the metal bars and blast the crack in the wall. Go through.



3&4 Clear the dark street and find a passage out, near the Baywar poster. Get ready to retreat, though, as this passage explodes as soon as you walk in.



5&6 At the other side, clear the streets and note the Blue Door. The Blue Card is in a flat over the street. Get to it via the first leaning skyscraper.



7&8 Open the Blue door and up the elevator. Onto the conveyor belt. The following room has a number of switches, so flip the one in the far corner as you come in for the Red Access Card.



9&10 Return to the streets, approach the dumped Police Car and behind it you'll find the Red Card door. The exit is through here. Stay behind and slaughter some pork if you feel daring!

THAT'S ALL, FOLKS. 'TIL OL' SPECCY SURFACES AGAIN IN DUKE NUKEM: TIME TO KILL. GROOVY!

All tips are checked by Nintendo



BE WARNED MANCHESTER



LIZZIE IS
ABOUT TO
HIT TOWN



WIN WITH
WARIO

Even though it lost something in the N64 transition, Bomberman 64's still worth a look. If you've been stumped by his bomb antics, look no further than ONM's in-depth guide. More to come next month...

BOMBERMAN 64

THE FIRST TWO LEVELS

There are six boombastic levels to complete: Green Garden, Blue Resort, Red Mountain, White Glacier, Black Fortress and Rainbow Palace. Each world has four stages, two to explore and two others in which B'man has to kill a boss. Also, if you find 100 Gold Cards, the secret world, Rainbow Palace, will be yours.

QUICK TIPS

- 1 To make a bomb bigger, drop one and pick it up with the B button. Tap the A button to pump the bomb up. This can then be thrown at an enemy, used to bounce other bombs, or to help reach higher levels.
- 2 On all levels, the fourth Gold Card is found by destroying 30 enemies, while the fifth Card appears when you complete the level before the Target Time runs out.
- 3 In the Hard mode, the Card locations change and the enemies are faster and harder to kill. So be on your guard.
- 4 If you see Sirius, always stop and ask him for advice. It could be crucial to completing the game!
- 5 Recovering from being stunned is tough. The best way is to rotate the 3D Stick quickly when you're seeing stars. Do this and you should be back on your feet in no time.
- 6 On some Blue Resort levels, you'll find houses with open windows. Throw a pumped-up bomb inside and a shower of jewels will be yours.



GREEN GARDEN STAGE ONE

Your first mission in Bomberman 64 is to find the four green plates and the crucial red bombs. Then, and only then, can you find the Gold Cards...



1 Blast the six pots to get the power-ups and go right past the blue pillars. Turn around and face the room with the grated roof.



2 Kick a bomb under the hole 'H' it hits the pillar and makes the roof cave-in. Walk up the stairs and drop for the first green plate.



3 On the left of the screen (where you found the third plate) there's a warp. To reach it, use small and pumped-up bombs.



4 Starting on the ground, put a small bomb by the wall and a bigger pumped-up bomb in front.



5 On the right, next to the crocodile's head, you'll see the second green plate.



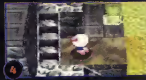
6 On the next level, drop a small bomb on the edge and a pumped-up bomb by the wall.

Blast the crocodile's head and walk into its open mouth. Move to the left side and climb the steps to touch the plate.

Head for the waterfall at the bottom of the screen and use the Left- and Right-C buttons to swing Bomberman and find the last plate. Once this has been done, the red diamond is yours... but not just yet. Under the bridge is a pot. Blast this for the Remote Bombs.



7 Climb to the very top level and place two small normal bombs, one in front of the other.



8 Walk to the ledge in front of the bottom bomb and drop it, pushing forward to bounce to the top.



BOMBERMAN 64 PLAYER'S GUIDE



WARP ROOM

As you walk you'll spot eight pillars and a grating on the right that's supported by three pillars. It takes a while to find the red Super Bombs from the Warp Room, but it's not as difficult as you think.

Walk left and stand with the two right-hand pillars in front. Throw a pumped-up bomb onto the first pillar, bounce another to the next and a small bomb to the pillar at the back. Then explode 'em.



Stand on grating with pillars in front. Throw small bomb on the middle pillar, bounce pumped-up bomb to the back. Walk round and bounce a normal bomb to remaining pillar. Bounce a small bomb off them all, blow them up.



Go to the warp tile, step back in, drop down to the lower level and blast the left block to reveal the essential red bombs.

This leaves the middle pillars. 'Cos the front one's too high to bounce a bomb off, bounce from the back pillar on the right to the back pillar in the middle. Bounce another bomb over them and blow the grating.

GOLD CARRY (STAGE ONE)

Once you've got the red Super Bombs, you should have no trouble with the rest of Stage One. Here's the full list of where to find the Gold Cards...



Walk along river's edge, cross bridge. Destroy the blue pillar and turn left.



Follow path to the floating blocks and destroy them to find the Gold Card.



Head for the blue pillar which is to the left of the waterfall, blow it up and the Card will be yours.

Go up stairs by the pot that contained the remote bombs and walk across the bridge. Blast the blue pillar and drop down the gap behind onto a hidden warp tile.



In the next Warp Room, bomb the blocks for power-ups and you'll find the next Card in the block on the upper level.

To get out, fall into the aqueduct and swim down the river.



Now, go grab that shiny red crystal!

SIRIUS BOSS LEVEL (STAGE TWO)

Facing boss boy Sirius couldn't be easier. However, get ready with your trigger finger 'cos pumped-up bombs are the only way to get all the essential Gold Cards...



Stun Sirius with a pumped-up bomb.



Hurt Sirius with a pumped-up bomb.



Damage Sirius with a pumped-up or normal bomb.



Now hurt Sirius again with another pumped-up bomb.



Try to complete the level within the Target Time.

GREEN GARDEN (STAGE THREE)



Head for the diamond, it'll get snatched. Go through the dragon's head, down the stairs.

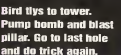


Kick bomb under the left hole and quickly run round and stand on platform above.

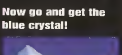


It should shoot up. Get off when you reach the top. Bird steals diamond again.

Go back to first room and do the same trick to reach higher level and collect diamond.



Bird flies to tower. Pump bomb and blast pillar. Go to last hole and do trick again.



Now go and get the blue crystal!



LONDON BEWARE

RALPH'S GOING OUT ON THE TILES

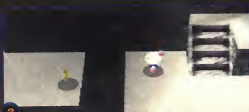




WIN WITH WARIO

GOLD CARDS (STAGE THREE)

Get the remote bomb from one of the blocks in the first room then walk left from the dragon's gate in the second room. Walk through and get the Card from one of the blocks in the air.



Use the bomb to fly to the higher levels. A Gold Card can be found by blasting a block that's off to the left of the platform you arrive on. You'll have to fall back down to get it.

Step out of the warp in the last area and you'll see a tower in front of you. Go to the right-hand corner and the Gold

Card is in one of the blocks there.



DRACO BOSS LEVEL

To get the first four Cards you must hit Draco at specific moments during his attack. To get the last Card, complete the game before the Target Time is up...



Hit dreadful Draco's left wing twice (it'll give-off dark smoke when damaged).

Hit his right wing twice and it'll turn pitch black.



As Draco flies under the stone bridge, detonate a bomb to hit his tail twice.



Destroy Draco's grotesque head with two more bomb hits.

BLUE RESORT (STAGE ONE)

Your mission is to lower the drawbridge, but the water level must be lowered first. Walk to the bridge and use a pumped-up bomb to blast it.



Walk across, up through the top room and into the next one. At the top is a flight of stairs going down and a small staircase leading to a plate.



Step on the plate and the water will go down.

Now take the stone stairs down to the next room and you'll find a Super Bomb.



Drop down again and blast the bridge to get across. Blow up the steel doors with a Super Bomb.

Once Inside, stand on the plate and drop the final drawbridge to exit.



GOLD CARDS (STAGE ONE)



In the second room, collect a remote bomb from one of the pots and go over to the cannons. Throw a bomb and a Gold Card will be revealed.



By the side of the same room there's a stone bridge that can be knocked down using a massive pumped-up bomb. Cross it to the two cannons.



On the other side is a bridge. Throw a pumped-up bomb to the furthest bridge, triggering the bomb close enough to bring it down. Cross over and you'll find the Gold Card.

Before touching the trigger in the third room, go down the stairs in the back room and go towards the high ledge at the back.



Work your way to the left tower, bomb one of the boxes and head for the box at the far end. Bomb it and the Card is yours.



BOMBERMAN 64 PLAYER'S GUIDE



ARTEMIS BOSS LEVEL

To defeat the boss Artemis you must inflict loads of damage with pumped-up bombs to get Gold Cards. Here are some tips on how to do it...



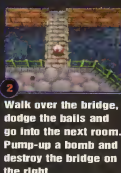
1 Firstly, stun Artemis with a pumped-up bomb.



After, damage Artemis with a pumped-up bomb.

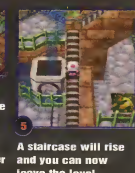
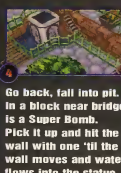
BLUE RESORT (STAGE THREE)

Under the bridge, up the stairs, and get rid of the cannon with a pumped-up bomb.



2 Walk over the bridge, dodge the balls and go into the next room. Pump-up a bomb and destroy the bridge on the right.

Go up stairs, into next room. Knock down the bridge, cross over and hit the plate to drain the water from the last room.



3 Go back, fall into pit, in a block near bridge is a Super Bomb. Pick it up and hit the wall with one 'til the wall moves and water flows into the statue.

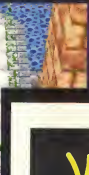
5 A staircase will rise and you can now leave the level.

GOLD CARDS (STAGE THREE)

1 From the water gate switch, walk 'til you're under the overhang. At the end is a flower pot, so bomb this for the Gold Card.

2 From where you start, walk straight ahead without going under the archway and bomb the crates to find the Card.

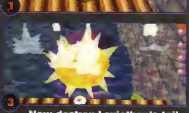
3 When you get the tips from Sirius in the second room, stand looking at him, go right, around the corner and into the dead end where you'll see a flower pot. Bomb the pot for the Gold Card.



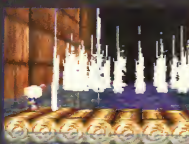
LEVIATHAN BOSS LEVEL

Four of the Cards are found when you hit specific points on Leviathan's body. Here's where they are...

- 1 Throw a normal bomb into his gaping mouth.
- 2 Burn his tentacle.



Now destroy Leviathan's tail.



As Leviathan throws the saw at the raft, stand on far left or right so you have one toe to stand on. You'll soon get the Card.

NEXT MONTH

Check out next month's guide when we tell you how to complete Red Mountain and White Glacier. 'Til next time...

WATCH OUT BIRMINGHAM

GEORGE IS ABOUT TO GO APE





WIN WITH
WARIO

WCW VS. nWo

★ WORLD TOUR ★

MASTER THE MOST BONE-CRUNCHING MOVES!

Hundreds of brutal moves await the WCW Vs NWO wrestler, making this a great game to watch as well as play. It's one time your granny won't moan when you've got the Nintendo on the telly! This month we'll be focusing on ten wrestling stars, and how to pull-off their unique signature moves and another devastating attack. We'll be covering some more next issue but, for now, it's seconds out... round one!

HOLLYWOOD HULK HOGAN

Weight: 17.19 stones
Height: 6 feet, 7 inches

Signature Move: Top Rope Stinky Leg Drop

The world's most famous wrestler, Hulk Hogan defected from the WCW to the NWO league, boosting the popularity of his one-time rivals. If Hulk wants to be in it, it must be good!



TOP ROPE STINKY LEG DROP

With your opponent on the mat, move to the nearest turnbuckle and press the Down-C button.



When Hulk's opponent is laid out, ol' beardy approaches the turnbuckle and climbs it, ready for the inevitable SLAM!

TOP ROPE CLOTHESLINE

Hold the A Button for a strong grapple, then tap A again.



Hulk grabs his opponent by the shoulders, tips him upside down, then bounces his neck off the top rope.





WIN WITH WARIO

EDDY GUERRERO

Weight: 12.8 stones
Height: 5 feet, 9 inches
Signature Move: Frog Splash

A versatile competitor with a fantastic repertoire of aerial and mat moves. Eddy Guerrero is a native of El Paso, Texas, and can adapt his style to suit any opponent.



FROG SPLASH

With your stunned opponent face-up on the mat, move to the nearest turnbuckle and press the Down-C Button.



Arms and legs spreadeagled, Eddy launches himself from the turnbuckle. Damn, that's really gonna smart in the morning!

FRANKENSTEINER

Hold A for a strong grapple, then press D-Pad Up and B.



Eddy sits on his opponent's shoulders, dives back while gripping with his knees, then slams his enemy for a submission hold.

ERIC BISCHOFF

Weight: 11.6 stones
Height: Six Foot
Signature Move: Headlock Punch/Face Rake

Eric Bischoff was once the Executive Vice President of the WCW. Now he's defected to the NWO and is doing the same thing to elevate his new league to world fame.



HEADLOCK PUNCH

Hold the A Button for a strong grapple, then tap A again.



This is the painful headlock that your big brother usually gives you when you beat him at Goldeneye. However, nasty Bischoff adds a sneaky knuckle punch!

FACE RAKE

Tap A for a weak grapple, then press D-Pad Up and tap A again.



Ooh, spiteful! A girlie flick of the nails across the face!

DEAN MALENKO

Weight: 12.8 stones
Height: 5 feet, 9 inches
Signature Move: Texas Cloverleaf

Son of the late Professor Boris Malenko, a major wrestling star in the '60s and '70s, Dean Malenko is highly skilled in mat-based wrestling and getting those sneaky submissions.



TEXAS CLOVERLEAF

With his opponent face-up on the mat, move Malenko near his enemy's legs and tap the A Button.



Malenko twists his opponent's legs into impossible angles and corkscrews 'em behind his back. Ouch!

REVERSE ARM BAR

Tap A for a weak grapple, then press the B Button.



Ooh jeopardy! Paintball! The wrestler's arm is badly twisted AND given a socket splitting knock for good measure!



WCW VS NWO BEST MOVES



KEVIN NASH

Weight: 23 stones
Height: 7 feet, 1 inch
Signature Move: Jack Knife Power Bomb

Nash is the court jester of the NWO, with a unique comedy fighting style. He's extremely tall, too, and is part of The Outsiders champion tag team with Scott Hall.



JACKKNIFE POWER BOMB

Get the flashing Special gauge, then hold A for a strong grapple and tap the 3D Stick.



A roly-poly slam! This opponent will be eating baby food for weeks!

CHOKO SLAM

Throw your opponent to the ropes, press D-Pad Up and A, then release just before the wrestler returns to you.



Ah! Kevin's opponent is bleeding badly, but does Mr. Nash care? Hell no! He just punches him even harder!

GIANT

Weight: 28 stones
Height: 7 feet 4, inches
Signature Move: Choke Slam/Choke Hold

He's only 25, but Giant's one of the WCW's biggest stars. In fact, his dangerous choke holds and powerful throws recently won him the WCW World Championship title.



CHOKO SLAM

First get the flashing Special gauge, hold A for a strong grapple, then tap the 3D Stick.



Giant's massive... and strong, too. Here he lifts his opponent by the neck with one hand and slams him to the floor.

CHOKO HOLD

Hold A for a strong grapple, then press D-Pad Up and the B Button.



Now it's a double-handed IIN by the ears with some headache-causing shakes to boot.

REY MYSTERIO JUNIOR

Weight: 9.7 stones
Height: 5 feet, 6 inches
Signature Move: Hurricana Pin

With his breath-taking countermoves, Rey Mysterio Junior is probably the most exciting wrestler to watch. He recently won the WCW Cruiserweight belt, beating veteran Dean Malenko.



HURRICANA PIN

Get the flashing Special gauge, then move behind your dazed opponent. Hold A for a strong grapple and tap the 3D Stick.



While his opponent's dazed, Mysterio slips behind him, leaptags onto his shoulders then swings around and falls backwards.

HEAD SPIN FLIP

Hold A for a grapple, then press D-Pad Down and the A-Button.



Cor, acrobatics! He should be a break dancer! Mysterio spins in the air and throws his opponent with the momentum.





WIN WITH
WARIO



DONKEY KONG LAND III

Y'all seem to be going Kong crazy, considering the sales of this Rare triumph. And with Wario Land II and James Bond on the way, ain't ya so glad you could kiss yer Game Boy? Read on, Kong-Querers.

KONG-QUERER'S GUIDE: PART 2

TOTAL RE-KOIL



- 1 First Bonus Barrel
- 2 DK Barrel
- 3 DK Coin
- 4 Extra life
- 5 Letter 'K'
- 6 DK Barrel
- 7 Bear Coin
- 8 Letter 'O'
- 9 Star Barrel
- 10 DK Barrel
- 11 Letter 'N'
- 12 Second Bonus Barrel
- 13 Letter 'G'



BARBOS STATION



When the Boss fires a single urchin, wait 'till it opens then poke it into Barbos' mouth.

KOCO CHANNEL

- 1 Bear Coin
- 2 Letter 'K'
- 3 Warp Barrel (invisible)
- 4 DK Coin.



- 5 DK Barrel
- 6 Letter 'O'

- 7 Extra life. Bounce off the fly on the ledge below.

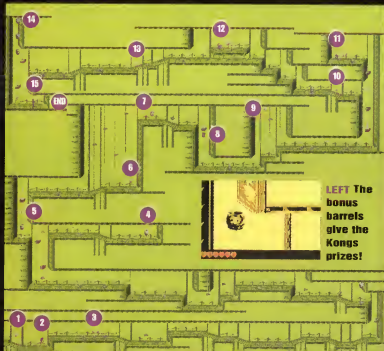
Jump on the fly then leap to the left.

Jump on the fly by the 'K' and head right. Hit another fly and land on the peak.





LIFTSHAFT LOTTERY



LEFT The bonus barrels give the Kongs prizes!

1 Bear Coin

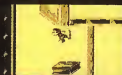
2 DK Barrel

3 Letter 'K'

4 First Bonus Barrel. On the second lift to the left of this barrel, leap right over Buzz. In the Bonus Stage, climb the ropes 'til you've collected all the stars. When you have all the stars, the Bonus Coin will appear at the bottom of the fifth rope. Simple.

5 Letter 'O'

6 Bear Coin



Keep movin', Dixie. Ya gotta find Kiddy!

7 Star Barrel

8 DK Barrel

9 Bear Coin

10 Letter 'N'

11 DK Coin



12 DK Barrel

13 Letter 'G'

14 Second Bonus Barrel. When the lift reaches the top, jump left to reach an invisible Blast Barrel. This'll blast you to the second Bonus Barrel.

15 Bear Coin

CORAL QUARREL



1 DK Barrel

2 Letter 'K'

3 DK Barrel

4 Extra life (invisible)

5 First Bonus Barrel

6 Letter 'O'

7 DK Coin

8 Star Barrel

9 DK Barrel

10 Bear Coin

11 Extra life (invisible)

12 DK Barrel

13 Bear Coin

14 DK Barrel

15 Enguarder Barrel

16 Letter 'N'

17 DK Barrel

18 Second Bonus Barrel



19 With Dixie, take a running jump from the ledge further to the right and Helicopter Spin. Or try using Squitter's webs.



8 First Bonus Barrel

9 Bear Coin

10 Star Barrel

11 Squitter Barrel

12 Letter 'N'

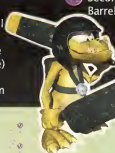
13 DK Barrel

14 Extra life (invisible)

15 Bear Coin

16 Second Bonus Barrel

17 Letter 'G'



NEXT ISSUE, MORE KONG-QUERED COURSES.



CLASSIC CORNER



Mario 64 — what a game! It's so vast that one Classic Corner wasn't enough to do it justice. Last month we got as far as Course Eight, Shifting Sand Land, so this month we're going to pick things up at Dire, Dire Docks and make a dash for the end of the game!



COURSE NINE DIRE, DIRE DOCKS



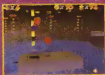
Q: I began the Star Three quest and found the room with the red coins, but there weren't any poles. Why not?



A: Because you haven't defeated Bowser in the Fire Sea yet!



ABOVE If you haven't tackled Bowser in the Fire Sea, these poles won't appear!



COURSE TEN SNOWMAN'S LAND



Q: I lost Mario's lucky cap! How do I get it back?



A: If the giant snowman on top of the mountain blows you off the side, you'll lose your cap. Search the area around the ice building to get it back. If you can't find it, re-enter the course, then walk around 'til you see a snowman wearing it. Run around the snowman 'til it gets dizzy and falls over, then grab your cap.

RIGHT Hide right behind the penguin or you'll be blown off the side.



Q: What does 'Whirl From The Freezing Pond', the clue for Star Four mean?



A: From where you begin Course 10, go north-east to the freezing pond, then walk out on the path and wait for a Spindrift to come out of the water. Jump on your enemy's head, then float over the brick wall on the other side of the pond. Jump into the Block on the left to obtain the star.

There's a koopa shell over here, too.



RIGHT Jump on the Spindrift to hurdle over the wooden wall. Simple!

COURSE ELEVEN WET-DRY WORLD



Q: How do you 'Go To Town for Red Coins' for Star Five?



A: To locate the town, you need to shoot yourself from the cannon into the large cage at the corner of the course. Once in the cage, swim down through the hole and follow the passage to the town. Touch the diamond on the ground level near the entrance of the town to drain the water. Then use the wall kick to reach the coins.



ABOVE Mario has fun in the lost city.

COURSE TWELVE TALL, TALL MOUNTAIN



Q: How do you get Star Two, 'Mystery Of The Monkey'?



A: To reach the very top of the mountain, follow the same path you took to locate the first star. Once at the top, catch the monkey, then free him. The monkey then walks down to the cage and drops it to the bottom of the waterfall. Drop down to the bottom of the waterfall to collect the Power Star.



ABOVE The monkey will release this star after you've released him.





COURSE THIRTEEN TINY-HUGE ISLAND



Q: What does the clue 'Pluck The Piranha Flower' mean?



A: Jump into the left-hand painting to enter the course as Big Mario. From where you begin the course, go left to the green pipe and jump into it. When you re-appear as Tiny Mario, punch out the five Piranha Flowers to earn the star.



ABOVE Punch out the five plants to win a star.



Q: Where are the five 'Itty Bitty Secrets' for Star Four?



A: There are five places scattered throughout the course that Big Mario needs to walk in front of to make a number appear. And here they are...

1. On top of the mountain.
2. Walk carefully in front of the huge hole where the black balls appear.
3. Creep past the small entrance to the left of the sandy beach.
4. With great care, walk over the cannon hole to the right of the beach.
5. Walk in front of the small opening near the wooden bridge that leads you into the cavern with the eight red coins.

COURSE FOURTEEN TICK TOCK CLOCK



Q: How do I get Star Four, 'Stomp On The Thwomp'?



A: Enter the clock when the time's at five minutes past the hour to slow down all the mechanisms. From where you begin, go towards the left of the screen, follow the path past the swinging pendulum, then work your way up to the top of the tower. Once at the top, you'll see a Thwomp. Triple-jump over the Thwomp, then collect the Power Star on the other side. This is difficult.



LEFT Jumping on the Thwomp takes exact timing and supreme control.

COURSE FIFTEEN RAINBOW RIDE



Q: How do you get Star Six, 'Somewhere Over The Rainbow'? I'm confused!



A: First, use the cannon on the stern of the floating airship to shoot yourself through the very centre of the rainbow circle. The Power Star's hidden inside a yellow Block on the floating island that's on the other side of the rainbow. Watch for the nasty, though.



ABOVE Shoot our Mazza out of this cannon to reach the floating island in the sky. Then grab the star.

GENERAL QUESTIONS



Q: Where's the Red Switch Palace?



A: After collecting at least ten stars, go to the castle lobby and stand in the shaft of sunlight that's streaming down from above. Press the top camera to look up into the sunlight and you'll be transported to the course.



ABOVE Hit the red switch and Mario will be able to reach for the skies.



Q: How do you get into the locked cannon which is outside the Castle?



A: You must have all 120 Power Stars.



ABOVE Catch the wabbit, catch the wabbit!



Q: What's the rabbit in the sewers for?



A: If you catch him he'll give you a star. He appears when you have less than 50 stars, and again when you have more than 50.



OVER HERE, HOTLINERS!

Stuck? Perplexed? Worry ye not! Put yer fingers on the phone and call the Hotliners...



(01703) 652 222





WIN WITH
WARIO

Jump! Jump! Keep jumping, Konglings!
Only the strong survive OUR Arena
of Triumph! Touch your toes,
one, two. Okay, now we're
limbered up and ready for
action. Someone turn down

the Jungle

music and let's take
a look at what's
hot in our
never-ending
quest for perfect
gaming skills.



HOW HIGH CAN YOU TRY?



Oi, CHALLENGERS!

These are ongoing
challenges! We may
not print league
tables every month,
but keep sending in
your entries. Top
challengers will be
recognised!

THE PREMIER LEAGUE!

Your entries have pulverised the official best times! The prize will be awarded to the person who beat the most scores.

DIDDY KONG RACING BEST TIMES

ANCIENT LAKE

Adam Westerman, Durham: 46.53 secs.

PESSIL CANYON

Adam Fenton, Cumbria: 1 min 13.75 secs.

JUNGLE FALLS

Martin Watson, E London: 47.96 secs.

HOT TOP VOLCANO

Kenneth Small, Sunderland: 1 min 15.90

WHALE BAY

Jason B, Nuneaton: 58.46 secs.

PIRATE LAGOON

Stuart Richards, Surrey: 1 min 08.13 secs.

CRESCENT ISLAND

Tony Moraes, North Yorks: 1 min 16.20

TREASURE GULVES

Daniel Carlsson, Sweden: 48.61 secs.

EVERFROST PEAKS

Tony Moraes, North Yorks: 1 min 26.8 secs.

WALRUS COVE

Daniel Carlsson, Sweden: 1 min 41.71 secs.

SNOWBALL VALLEY

Jason B, Nuneaton: 52.71 secs.

FROSTY VILLAGE

Daniel Carlsson, Sweden: 1 min 19.90 secs.

BOULDER CANYON

Ben Westerman, Durham: 1 min 29.36

GREENWOOD VILLAGE

Jason B, Nuneaton: 1 min 20.48 secs.

WINDMILL PLAINS

Harry Fogg, London: 1 min 49.96 secs.

HUNTING WOODS

Tony Moraes, North Yorks: 54.33 secs.

STAR CITY

Jason B, Nuneaton: 1 min 29.38 secs.

SPACECUST ALLEY

Stuart Richards, Surrey: 1 min 52.93 secs.

BARBANKIN GARDENS

Stuart Richards, Surrey: 1 min 59.53 secs.

SPACEPORT ALPHA

Stuart Richards, Surrey: 1 min 46.73 secs.



ABOVE So, have you got what it takes to
challenge our Diddy Kong league table?



WINNER!
Kenneth
Small



WINNER!
Daniel
Carlsson



WINNER!
Harry
Fogg

CHALLENGE 1

GOLDENEYE 007 NINTENDO 64

- (1) Fastest time beating the Silo on Agent Mode. We want to see the 'new cheat' message by the time on your photos.
- (2) Fastest time killing 50 baddies on the first Bunker, any difficulty. End total pics please.
- (3) Highest kills, under 20 mins on the Cradle, any difficulty. Second stats screen pic please.



CHALLENGE 2

MARIO KART 64 NINTENDO 64

- (1) Fastest time, Royal Raceway. Don't delay... send your time pics today!
- (2) Fastest time, Koopa Troopa Beach. You can short-cut 'til your heart's content...
- (3) For our final Mario Kart 64 challenge, let's see your fastest times on Moo Moo Farm. It's a cow's life!



CHALLENGE 3

DIDDY KONG RACING NINTENDO 64

Race on any Diddy Kong track as any vehicle with any character. Afterwards, send us your best times. Check out the mega league table above for the best times to beat. If you manage to beat them you can safely say that you have one of the best times in the UK.



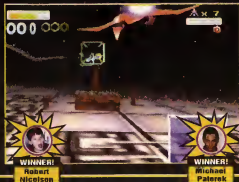
HOW HIGH CAN YOU TRY



LYLATWARS

Maximum kills in a normal game.

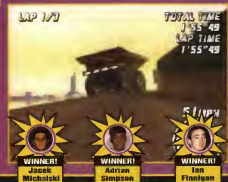
Tatu Luostarinen, Finland	2094 HITS
Jonathan Cole, Tyne & Wear	2085 HITS
Gavin Cole, Tyne & Wear	2081 HITS
Anthony Le, Birmingham	1931 HITS
Stuart Richards, Surrey	1832 HITS
Helen French, Herts	1736 HITS
Robert Nicholson, York	1462 HITS
Michael Paterek, Essex	1439 HITS
Paul Young, Co. Durham	1277 HITS
Mark Clydesdale, Grimsby	1077 HITS



TOP GEAR RALLY

Fastest time on Strip Mine track.

Jason La Rosa, Pembrokeshire	2' 58.77"
Jamie Thirlwell, Berks	2' 59.95"
Alex Harford, Newcastle	3' 05.54"
Jacek Michalski, NW London	3' 12.90"
Adrian Simpson, Shetfield	3' 13.62"
Andrew Webb, Leicester	3' 32.68"
an Finnigan, Leeds	3' 38.98"
Mark Adams, Falkirk	3' 41.67"
Jason Walker, Walsall	3' 45.94"
Deborah Hurran, NW London	3' 52.85"



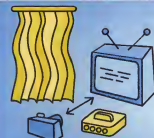
MARIO KART 64

Fastest time on Royal Raceway - PAL carts only

David McComb, ONM	3 MINS 18.7 SECONDS
Shaun White, ONM	3 MINS 19.9 SECONDS
Alex C, ONM	3 MINS 22.78 SECONDS
Tim Street, ONM	3 MINS 24.54 SECONDS
Jason Simmons, ONM	3 MINS 29.82 SECONDS



TAKE YOUR PIC



Take your picture in a darkened room with the flash off. If you can't disable the flash, try pointing the camera at an angle to the



teily. Don't forget your name and address on the back of each pic. Also, if sending a video cassette, make sure it's addressed and labelled.



Finally, your mug shot. The funnier the facial expression you pull, the more chance there is of seeing yourself on these pages.



WINNER!
Kenneth Small

NINTENDO TOWERS WANTS YOU...



Especially if your entries are up to scratch. Who knows, this might lead to great things! Send your results to:

HOW HIGH CAN YOU TRY?,
Gamer's Hall of Highness,
Nintendo Magazine
Emap Images,
37-39 Millharbour
Isle Of Dogs, London E14 9TZ.

Entries can be sent at any time but, if you want to make the next issue, get your photographs to us by 5th April, 1998.

CHALLENGE 1

TOP GEAR RALLY NINTENDO 64

- (1) Best time on the Strip Mine. Get there by going to Arcade on the mode selection screen and pressing A, D-Pad Left, D-Pad Left, D-Pad Right, D-Pad Down then X-Trigger.
- (2) Best times on the Beach track.
- (3) Finally, let's have some top times from the Top Gear Rally Jungle track.



CHALLENGE 2

LYLATWARS NINTENDO 64

Get as many kills as possible on all LylatWars levels and take a photo of the invoice from Corneria saying how many hits you achieved.

NAGANO WINTER OLYMPICS '98 NINTENDO 64

Furthest jump, Ski-Jumping event. Ramp height doesn't matter, but you'll get longer jumps on the higher ramp. Send us your best distance shots.

SNOWBOARD KIDS NINTENDO 64

Fastest time on Dino Park. Provide the evidence for top prizes!

After the success of **NFL Quarterback Club '98**, Acclaim hopes to score again as it shifts attention from the gridiron to the ice rink. Yes, folks, it's time for **NHL Breakaway '98**.

NHL BREAKAWAY 98

At last, we finally have an alternative to Wayne Gretzky's 3D Hockey. Don't get me wrong, Gretzky's is a great game, but we need a serious ice hockey sim to keep the hardcore fans happy. It's also an excellent time to release the game. The Winter Olympics have just come to a close (even though most of us paid no attention to it), and the NHL season's preparing to face-off once again. So, can Acclaim produce another top-notch sports title to rival NFL QBC? Oh, I'm sure they can...

Black-clad aliens have invaded the ice and stopped the game! Oh, wait. It's Pittsburgh celebrating a goal.



ATTENTION TO DETAIL

When it came to creating the graphics, the coders used the same technology as NFL Quarterback Club. Thanks to a high-resolution screen mode, the graphics are so detailed that you can clearly read the names on the back of the players' shirts. Acclaim also used motion-capture to make the players' moves look as realistic as possible, and they really put the model through his paces. Slap shot, wrist shot, checking, slashing... yep, they're all in there!



New York sucker the Washington defence. He shoots... he scores!

READ THE SITUATION

One of the most impressive aspects of NHL Breakaway '98 is the game's artificial intelligence. The CPU-controlled players no longer skate around the rink like gormless zombies - they now read a play and react to it. If you're counter-attacking down one of the flanks, your team mate will spot the defenders' positions and break away from them. Feed him the puck, and he'll be through on goal.



The New York Rangers regain possession and mount another attack.



BY:
ACCLAIM

PRICE:
£54.99

TELEPHONE:
0171 344 5000

RELEASE: 1997
APRIL 1998

GAME TYPE:	SPORTS SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	YES
MULTI-PLAYER MODES:	2 PLAYER	MEMORY PAK:	N/A

IN A LEAGUE OF ITS OWN

If you already own Wayne Gretzky's 3D Hockey, you may be wondering what the differences are between the two. Actually, NHL Breakaway is very different. Gretzky has opted for fast-paced arcade action, with loads of goal-scoring opportunities. NHL Breakaway is a slower, more realistic sim, allowing for greater skill and tactical decisions. Overall, both are great in their own right but, if you want more realism than fantasy, this is the one to play.



... allowing for better passing and strategy.



... the goalkeepers are tough cookies to beat.



The gameplay is slower than Gretzky's...



Scoring is also much more difficult...



Another shot scrapes past the San Jose post.

IT'S SWELL IN THE NHL

Thanks to the NHL and NHLPA licences, you can select any of the 1997-98 teams, complete with authentic team lineups and ranked according to last year's rankings. There's a host of gameplay modes to choose from including Exhibition, Season, Playoffs, Shoot-out and Practice.



Pick real-life teams then... let the game begin!

WHO ARE YA?

As with most sports titles, Acclaim's selected one of the biggest stars to endorse NHL Breakaway '98. However, if you're new to the sport, he'll probably be a complete stranger. Keith Tkachuk (pronounced Ker-chuck) was last season's goal scoring champion with a whopping 52 goals. He's considered one of the top power forwards in the NHL, and is almost as popular as Wayne Gretzky.



Club Acquired Phoenix Coyotes
1990 Winnipeg Jets (1st round)
Height 6' 2"
Weight 210lbs
Position Left Wing
Jersey Number 7



BACK IN TIME

Although ice hockey games have been in short supply on the N64, several appeared on the Super NES. Let's look at some of the most notable.



Game Issue Brett Hull Hockey #15
It's cool Cool four-player option
It's cold Super-human goalies

Score 80%

Game Issue Super Slap Shot #15
It's cool Fast arcade action
It's cold Conversion of old Mega Drive game.

Score 78%

Game Issue Stanley Cup #18
It's cool Rotating Mode 7 play field
It's cold Tries to be too clever

Score 83%

Game Issue Wayne Gretzky and the NHLPA All stars #43
It's cool The extra-large characters
It's cold Dodgy gameplay

Score 67%

Game Issue NHL '97 #52
It's cool Best ice hockey game for the Super NES
It's cold Very few changes from previous incarnation

Score 88%



Wayne Gretzky picks up the puck, beats his marker and gets in a perfect position to shoot. Oops! Oh well, another chance goes begging...

MANAGE THE PROS

For those of you who crave more power, there's also a Management option. This can only be selected in Season mode, and it allows you to take complete control of any NHL side. Here's what you take on when you accept the job...

EDIT LINES

Choose from various line-ups and put together your strongest five. Find out which players complement each other, then create a formidable defensive and offensive force.

TEAM STRATEGY

Choose how your team plays by selecting strategies to reflect the offensive and defensive styles, and decide how to line-up for power-plays. One for the experts.

TEAM ROSTERS

Use the Trade Players option to sell weaker players and strengthen your squad. This also allows you to view up 'n' coming prospects, and you can even use your own name when creating a player.



HIRE/FIRE COACH

A win earns you points which can be used to hire a coach and build your team's shooting, conditioning and defence. No improvement? Fire him and hire another coach.



TRAINER'S ROOM

Over a season a few bumps and bruises are inevitable. Send injured players to the Trainer's Room to speed their recovery and they'll be back on the ice in no time.



NECESSARY ROUGHNESS

Dish out too much rough stuff and a fight can break out (1), resulting in a trip to the sin-bin for the combatants (2). In fact, any foul gets you two mins in the penalty booth and, on the way there, the ref displays the infringement (3) and opens the door for you (4).



Rock Spasms Injury
Henrik Henrik Out for 1 day



COMMENT

Although ice hockey games aren't mass market, there's no doubt that we need a serious N64 sim to keep the enthusiasts happy. And Acclaim's got a belter here. NHL Breakaway's an excellent game, both in content and playability. Okay, so the quick-thrill seekers will be more at home with Gretzky's but, if you're a fan, this is the one to play. The gameplay's superb, the speed's spot on, and it allows you to plan attack strategies to gain the upper hand. It's one of the few ice hockey games where scoring isn't a regular occurrence. In fact, it isn't easy to find the net, so practice and tactics are a must. If Goldeneye 007 is blowing your mind or DKR's driving you round the twist, this could offer a refreshing alternative.

SHAUN WHITE

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

GRAPHICS

65

Although they don't look as sharp as QBC, this has a realistic quality. The motion-capture also enhances what's already a fine-looking game.

SOUND

84

A variety of organ tones which aren't as annoying as usual. The in-game commentary's muffled, but the crowd sounds incredibly realistic.

INTEREST

	1	2	3	4	5
HOOR					
DAY					
WEEK					
MONTH					
YEAR					

PLAYABILITY

86

The speed of the game is perfect, so getting to grips with it is easy. Once you've got the basics licked, the rest just comes naturally.

LASTABILITY

88

Anyone competing in a season will be mighty impressed. With player injuries and hot/cold streaks, you have to adapt to succeed.

OVERALL

Doesn't quite make the Essential Buy grade, but this is still an awesome game and should be in any sports fan's game collection. Skate to victory!

88%

After a year in import limbo, Dark Rift Ahas Finally achieved 'Official Release' status in the UK. And for a 1997 game, it doesn't look too bad...

Normally, this would be where we moan about how fed up we are with the current state of N64 beat-'em-ups but, frankly, we're fed up with moaning about being fed up. Fighters Destiny went some way towards sating our lust for 3D fisticuffs, but we're still looking for THE killer fighting game, and we greet any new entrant to the arena with great anticipation. Dark Rift's striking visuals certainly got our attention... but how would it stand-up to the Nintendo Magazine gameplay test?

DARK RIFT

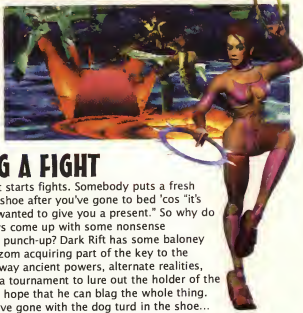


LEFT The camera zooms in for throws.

BELOW Niiki cops an axe.



RIGHT Ice cool lighting effects make DR look good... at first.



STARTING A FIGHT

We all know what starts fights. Somebody puts a fresh dog turd in your shoe after you've gone to bed 'cos "it's Christmas and I wanted to give you a present." So why do developers always come up with some nonsense justification for a punch-up? Dark Rift has some baloney about Sonork Nezum acquiring part of the key to the universe (locks away ancient powers, alternate realities, etc) and holding a tournament to lure out the holder of the other part, in the hope that he can blag the whole thing. Yep, they should've gone with the dog turd in the shoe...

SMACK UP THE RIFT

These days fighting games have all kinds of game modes, but Dark Rift shows its last-year's-model origins by having only two, a Vs Battle and a Tournament which lets you fight the eight other opponents under CPU control in random order. Beat 'em all and you fight Sonork Nezum. Beat Sonork and you can pit him against the final boss, his arch-rival, Demitron, Lord Demon of the Dark Dimension.



BY: VIC TOKAI

PRICE: £49.99

TELEPHONE: 01703 653 377

RELEASE: OUT NOW

GAME TYPE:	BEAT-'EM-UP	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-2 PLAYERS	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	VARIOUS	MEMORY PAK:	NO



Nice weapon afterblurs, eh?



The Z-Trigger lets you sidestep.



Col. Aaron Maverick

Skilled in Karate, but also has some decent long-range weapons.

Weapons MFG-16 shotgun with barrel-mounted blades. Grenade spread.

Looks Like a hard Space Marine with the tiny head of a baby.



LOCK 'N' LOAD
Use the MFG-16 to pop a cap in your opponent's ass.



GUN SPIKE THROW
Impale foe on gun blades, hoist 'em, then blast 'em off.



Eve

En garde! This fencing android's body holds the consciousness of a scientist. Nice.

Weapon Argon Laser Sabre (so that's a Star Wars light sabre, then)

Looks Like C3PO's unattractive girlfriend, with a strange hat on.



SPIRAL SLICE
Almighty whirling chop of Dervish proportions.



ARGON SABRE BOLT
Point her sword and let fly a brutal energy shot!



Scarlet Zeral

Nothing fancy here. Scarlet just chops up her enemies with a big sword.

Weapon Big spikey blade with matching shield accessories.

Looks A big girl in a brass bikini. Not quite as attractive as Niiki. Ahem.



SPIRAL LAVA FLOW
Sends a flaming shockwave coursing towards your foe's toes.



SLAYER EVISERATOR
Chop 'em up with horizontal and vertical slashes.



Morphix

Cripes, he's made of water! Or is that molten lava? Well, he definitely some sort of liquid...

Weapon Arms terminate in solid energy blades used for blocking and slashing.

Looks Like a molten T-1000. Or should that be a frozen T-1000...?



THE BLENDER
Spins and chops like a Moulinex of Might at head or knee height.



TESLA PLASMA RING
Smack to the gob with a burst of electric death.

THE DARK RIFT EIGHT

There are only eight combatants in Sonork's tournament and, while they look like a good mix, they all handle similarly. Once you've got the hang of one, you won't have much trouble mastering any of the others. Bit of a blow that, really...



Demonica Gkrow

Teachous ex-servant of Demitron. A savage fighter and ugly with it.

Weapon Big claws, big teeth. Bad breath, bad attitude.

Looks Face like a bag of chisels. Not a girl to bring home to the folks.



INCUBUS BALL
Flery gut-launched projectile that knocks opponents off their feet.



SNARL LEWIS
Demonica explodes into a snarling, scratching ball of fury. Run away!



Niiki

Jungle princess, skilled in the art of Inverse Kinematics (yeah... right...! Whatever that is).

Weapon A pair of rings, as used by Earth gymnasts, only they're really sharp and have spikey bits on them.

Looks I SAY... (smoothes hair, licks lips)



DEADLY BUTTERFLY
A high-speed, horizontal double-slash move with the rings.



BUTT-BLAST
Kicks, reverses, rams her bum at her foe then jumps on his head.



Gore

A big, armored bloke who appears to be very light on his feet. Which is a nice novelty.

Weapons A bloody great battle axe, various projectiles and... HIMSELF!

Looks Obviously too devoted to his career to worry about his appearance.



GROUND ZERO
Dives to his opponent's feet then slashes upward. Doyal



SEISMIC RIPPLE
Stamp hard and watch the earth (and the other guy) quake.



Zemuron

A tall lad in very elaborate armour. He's got a good range of kicks and sword moves.

Weapon A very long sword. That may be making up for a deficiency elsewhere...

Looks Like a tin-plated Lurch - but with his armour off... Hey, pretty boy!



PROPULSION KICK
Rather like Chun-Li's Hundred Foot Kick in Street Fighter II.



FIERY PHOENIX BOLT
A reverberating blue blast that stuns any who dare stand before him.

ALL THE RIGHT FIGHTIN' MOVES

Unlike *Fighters Destiny*, *Dark Rift* needs a full set of fingers to play. The C-Buttons are where the action is, controlling horizontal and vertical strikes, kicks and blocks, while the D-Pad sets the direction of your offence and defence. The A button with a D-pad quarter-circle-forward unleashes each character's special or projectile, and the B button performs a grab-and-throw.



Niiki hits Scarlet with a Starburst Blast...



...Followed by a Horizontal Combo...



...Then a grab-and-throw move.



It's all over for Scarlet, but Niiki fights on!



MADE: 13
ITAL: 026

Discover how much damage each move does in the Practice Mode.



Mastered it at last! The power of Demonica's Incubus Ball is mine!

A SPARRING ROLE

There's one other game option in *Dark Rift* - Practice Mode - but even this is unsophisticated by today's standards. Instead of the game leading you through the specials and combos, you're just expected to read them out of the

manual and reproduce them against a dummy opponent. Button labels appear at the bottom of the screen to show what you've pressed, but that's all the help you get. If you really wanted to, this would be the place to try to come up with home-made combos but, chances are, you won't be bothered.

COMMENT

Here's another N64 fighting game that looks fine when you first start it up, but turns out to be lacking in most departments when you actually get into it. Gameplay is okay but, aside from their looks, the differences between the characters are minimal (has everyone forgotten *Street Fighter II*?). What's worse, the control response isn't great, which proves frustrating when you're trying to pull off a complicated combo. The quality of the graphics is hit and miss; there are some nice lighting effects, but the scenery is bare, and while Morphix and Demonica look cool, the other characters are nothing special. In fact, the whole game is very 'so what?'. To anyone gagging for N64 fighting action, I'd still say the best you could do is buy *Fighters Destiny*.

PAUL GLANCEY

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOOR					
DAY					
WEEK					
MONTH					
YEAR					

GRAPHICS

81

Some cool characters among the assortment. Nice lighting effects and smooth, motion-captured animation. Some sparse backdrops, though.

SOUND

71

The usual ominous music and a few 'Oooh's', 'Aaah's and death gurgles. Pretty much what you'd expect, really.

PLAYABILITY

74

OK, but the characters are disappointingly similar to play. Also, the slightly iffy controls lead to some frustrating defeats. Bummer.

LASTABILITY

68

A general lack of substance and variety makes it easy to get bored. More game modes might have helped, but not much.

OVERALL

Another run-of-the-mill N64 fighting game, leaving the field open for *Fighters Destiny*. Capcom, come back to Nintendo soon!

73%



SPORTED!

the flashiest
sports magazine out!

ONLY
£1

ON SALE EVERY TWO WEEKS

Don't you think it's unfair the way basketball is biased towards tall people? No more! NBA Pro '98's here, allowing us non-seven-footers to steal the court from those lanky types...

Whether you love or hate Dennis Rodman and Tim Hardaway, there's no denying that basketball's one of the biggest sports around. So far, no-one's had much success at recreating the slam-dunkin' excitement of the NBA on the N64, and the only b-ball game we've seen so far is the dire NBA Hangtime. Now Konami, renowned for its sports titles, is set to end the N64 basketball drought and go all the way with the release of NBA Pro '98. Better get courtside and see if the action's as good as the real thing...



NBA PRO '98



With graphics like this, scoring a three pointer is like the real thing.



A LOAD OF OLD CHICAGO BULLS

NBA Pro '98 stands out from the crowd with its list of game settings. You can choose from any of the 29 teams in the NBA and go five-against-five in either Exhibition, Playoffs, All-Star or Season mode. Up to four players can play in any mode as you battle it out to win everything from the Playoffs to a one-match Exhibition.



BY: KONAMI

PRICE: £54.99

TELEPHONE: 01895 853 000

RELEASE: OUT NOW

GAME TYPE:	SPORTS SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	VARIOUS	MEMORY PAK:	YES

With the score at 14-12, this free throw could help...



ROBBIE FOUL-ER

If your player's fouled by the defence as he jumps for the hoop, your team is awarded a free throw. This is done with a shooting gauge which sets the distance and accuracy of the shot. The longer you hold down the 3D Stick, the further the ball will fly. By stopping the meter near the centre, the more chance you have of hitting home.



... Oakley's shot has hit the backboard...



... pull back on the 3D Stick...



... as the basketball thrower starts to aim...



... stop the bar near the centre... and watch the ball arc towards the hoop...

TRIGGER HAPPY

The traditional basketball game control method has been slightly reworked, so controlling the players takes some getting

used to. If you watch basketball on TV you'll notice the players jog round the court, only breaking into a run to get into space or go for the hoop. To make the game as accurate as possible, the players in NBA Pro '98 only

start running when the Z-Trigger is held down. Loads of different controls have been crammed into the game including fake moves, pivots, steals and rebounds which can be performed with the C-buttons.



Use the Z-trigger to get into space and have a shooting chance.

Anderson's two-point shot could be a real winner.

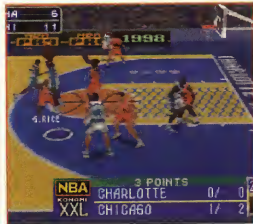
PLAYING WITH YOUR BALLS

Instead of using just the B button to shoot for the hoop, NBA Pro '98 has five separate shots that can be used. Getting the correct button combos in the right place will take some time but, hey, even Michael Jordan didn't win the NBA Crown without a bit of practice...



DUNK SHOT

The easiest of the lot to perform. Use the 3D Stick to move towards the basket. When you're close, press the B button to shoot.



FADE AWAY

Hold down the Right Shoulder Button, push the 3D Stick in the opposite direction to the basket and press the B button.



CLUTCH DUNK

Press the B button and C-Left together when you're taking a run to the basket to dunk the ball and swing from the hoop.



The court looks crowded, but can the Hornets get the scores level?

PLAYER	CHARLOTTE HORNETS	DENNIS RODMAN
NUMBER	31	41
POSITION	FORWARD	FORWARD
HEIGHT	6' 0"	6' 0"
WEIGHT	220 lbs	220 lbs
TOTAL POINTS	211	211
FIELD GOALS	124/288	44/73
3 POINTS	5/104	28/53
FREE THROWS	53/88	58/83
REBOUNDS	19.1	19.1
ASSISTS	3.1	3.1
STEALS	32	32
BLOCKS	15	15
FOULS	172	172

PLAYER	CHARLOTTE HORNETS	SCOTTIE PIPPEN
NUMBER	31	33
POSITION	FORWARD	FORWARD
HEIGHT	6' 0"	6' 0"
WEIGHT	220 lbs	220 lbs
TOTAL POINTS	1308	1308
FIELD GOALS	487/1012	472/912
3 POINTS	158/428	20/103
FREE THROWS	257/294	10/13
REBOUNDS	8.5	8.5
ASSISTS	5.7	5.7
STEALS	154	154
BLOCKS	45	45
FOULS	212	212

LICENSE TO THRILL

Boasting the official NBA license, Pro '98 is loaded with realism. Whether it's Pippen or Rodman, you can take to the court as your favourite sharpshooter and work their skills to perfection. Every registered NBA player is here, and this time there's none of the big-headed players that looked so stupid in NBA Hangtime. You can also see each player's season stats, including scoring, assist and rebound averages – and if you play well, you can watch those percentages soar.



Whoever your favourite star is, you can check all the stats you want.

You can view the on-court action using some spectacular views.



Pro '98 has loads of camera angles.



Try the top overhead camera view...



...or the incredibly tough behind player view.

THE HAND OF GOD

As well as trading between different teams, NBA Pro '98 lets you create your very own basketball superstar. Play God on the edit screen and you can conjure up a basketball superman. As well as giving your new-born star a silly name, designing their body and assigning them a court position, the player's in-game stats can also be raised or lowered as you see fit.



ABOVE Create your own players on the edit screen.
RIGHT Then watch them run for the hoop. Go, Davey, go!



RIGHT Will he score?
BELOW The rookie goes for Lakers glory.

CHAMPIONSHIP MANAGER

Fancy yourself as a top coach? Choose any game mode and you can go on a spending spree to build-up your team into a Championship winning outfit. Before each game you have the chance to snap up anyone who looks half-decent from the trade option and throw them to the lions straight away if you're feeling ruthless. Just imagine building a dream team to rival the Chicago Bulls, then stealing and dunking your way to the title! Cool!

COMMENT It's a relief to have an accurate basketball title on the N64. Konami has pulled out all the stops to produce a game that sets the standard for anyone else trying to follow. Graphically it looks neat (although there are a few pointless camera views) and, with such authentic action and so many game modes, this'll be played again and again. The only thing I would say is that you need some knowledge of the NBA to get the most out of the game. There are so many stats and references to the real-life sport that it may be hard going if you're a basketball beginner. But, for the more experienced fan, Konami's game is just the ticket.

TIM STREET

BREAKDOWN

	1	2	3	4	5
STRATEGY					
ACTION					
CHALLENGE					
REFLEXES					
ORIGINALITY					

INTEREST

	1	2	3	4	5
HOOR					
DAY					
WEEK					
MONTH					
YEAR					

OVERALL

Anyone who wants a challenging basketball title for their N64 need look no further than NBA Pro '98. This is the game the rest have to beat.

85%

GRAPHICS

88

The way the graphics work has been well thought out and there are some neat effects. As close to the real thing as you can get.

SOUND

85

The in-game music really kicks-in at the start, but the running commentary is slightly muffled and hard to hear at times. A damned shame...

PLAYABILITY

88

It couldn't be easier to get the hang of, but mastering the various shots and moves is something fans will spend time on.

LASTABILITY

88

With season, playoff and multi-player options to choose from, there's enough here to turn you into an NBA star on the Nintendo 64.



After a few quiet months, the N64 rollercoaster will be in full flow again very soon when Yoshi's Story launches in the UK. Thankfully, your letters are showing no signs of slowing, so let's get straight on with Club Mario. The address for all your correspondence is: Club Mario, Official Nintendo Magazine, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ. Don't forget, you can e-mail us at seal@ecm.emap.com.

PRIZES

Thanks to our friends at Datel, each letter printed will receive a free 1 Meg Nintendo 64 Memory Card, while Spice Games win a ShockWave force feedback unit. Pics win a free Datel T-Shirt.



Send all your letters and drawings to:
Club Mario,
Nintendo Magazine,
EMAP Images,
37-39 Millharbour,
Isle of Dogs,
London E14 9TZ.

THE GREAT WHITE HYPE

Dear Club Mario, I think that the N64 is an awesome games machine which easily beats any other so-called next gen console in terms of graphics, gameplay, sound and lastability.

Unfortunately, not many people know this. They all think the PlayStation is better. This is because it gets hyped and advertised more than the Nintendo 64.

What I'm trying to say is - Nintendo, get your act together and hype the N64. You'll win the console war because your machine is better than Sony's sad effort. People will realise which is superior if you give it the media attention it deserves.

Jason Furlong, Heanor, Derbyshire.

DENNIS Unfortunately, it all comes down to marketing budgets and Sony's is obviously much bigger. There's no doubt that Nintendo's advertising has been weak in comparison, but it improved leading up to Christmas, and I'm sure they have big plans for Yoshi's Story.

DIDDY'S RACE IS A DISGRACE

Dear Club Mario, I've been a loyal reader since the days of the NES, and I've always trusted your opinion. After reading your review of Diddy Kong Racing, I decided to buy a copy. After playing it for a week, I was confused. DKR is the biggest pile of crap I've had the displeasure to play.

Although the graphics and sound are okay, the karts look like something out of a Kinder Egg. The new vehicles cause extra annoyance, and your opponents cheat. The game's so tedious I've banished it to the bottom of my collection. Beware, fellow Nintendooids, evil has a new name - Diddy Kong Racing. John O' Kane, Derry, Ireland.

DENNIS Although you don't think Diddy Kong Racing is as good as Mario Kart 64, I'm surprised that you think it's crap. The graphics and sound are awesome, and the gameplay is as good as anything we've seen. This is the first complaint we've received about Diddy Kong Racing, which suggests you're in the minority. Give it another go, you may find the game comes to life.

THE GRASS IS ALWAYS GREENER

Dear Club Mario, I've had an interest in the Nintendo 64 for ages, so I was very pleased to get one at Christmas. I'm writing to say that I'm fed up with the amount of games coming out for this dream machine. The PlayStation has cool games such as Tomb Raider, Final Fantasy VII and Metal Gear Solid. It's no wonder people buy the PlayStation ahead of the N64. Stuart Andrews, Weston Super Mare, Somerset.

DENNIS Yes, there's still a shortage of games, but it's getting better by the month. There's also no disputing the quality of certain Sony titles, but that doesn't mean they won't be bettered on the Nintendo 64. Okay, so we're still waiting for a Tomb Raider beater, but I'm sure that Zelda will kick Final Fantasy's ass, and that Hybrid Heaven will stomp all over Metal Gear Solid. You've gotta have a little patience.

WORLD OF NINTENDO

This month we have a change from the norm. Colin North from Snodland, Kent, is so pleased with his Nintendo 64 he had it printed on the back of his Wimbledon shirt. Unfortunately, most of The Dons' supporters thought that Nintendo was their new Japanese winger (only joking). Cheers, Colin, a Datel T-shirt is on its way.





ABOVE Icicle Yoshi by Elliott Kim Sing from London.

WHAT AN IDIOT!

Dear Club Mario,

One of my school friends, Niall Khoaz, will not stop blabbering-on about his PlayStation. In fact, when we get the bus home from school, he spends the whole journey insisting that his Sony machine is 64-bit! Is this because he hasn't got a Nintendo 64 and is jealous that his console's only 32-bit?

Is there any way of stopping him from doing this to me? By the way, everyone with a Sony PlayStation or Sega Saturn thinks that their console is 64-bit. How can they think this? You never hear of Sony 64s do you? Cameron Spence, Isle of Wight.

(OPINION) Some people are very silly, aren't they? There's only one 64-bit powerhouse on the market, and that's the N64. Of course, Sony and Sega's next consoles are bound to be 64-bit (or higher), so we can expect to see them copying Nintendo's best ideas. Anyway, forget what your mate says. Just wait 'til he sees Zelda 64. He'll cry his eyes out!



ABOVE Michael Rowlett from Northants wants to tell you a story... Yoshi's Story!



ABOVE Cool pic! from Ben Dowie, Northants.

A WASTE OF SPACE

Dear Club Mario,

When most people buy a magazine they want to read about their favourite console. So, why do you stuff your magazine with players' guides? If you don't have the games, you may as well buy 30 blank pages. It doesn't make sense. People don't want to read which way to go in an Extreme G level, they want more previews, reviews and N64 news. It looks like you have a big magazine, but it's half full of guides. I'm sure most people would be happy with cheats and your free tips book which takes up no space in the mag. Drew Russell, St Albans, Herts.

(OPINION) I'm sorry to disagree, but the majority of our readers love the tips section. In fact, our surveys show that it's one of the most popular sections in the magazine. One of the main reasons for the Tips Book was that loads of people want cheats and guides on all the new games. This way, we can bring you all the best tips first.



ABOVE Jason Ward from Notts deserves a medal. Ever seen so many heroes in one pic?

LETTER OF THE MONTH

THE END OF AN ERA

Dear Club Mario,

In response to 'Seal's Most Wanted' in issue #65, I'm concerned about the release of Pokemon games. Don't get me wrong, I'm impressed with your coverage and I'm glad the GB is being resurrected. However, I can't help but worry over Miyamoto's comment. He said that gamers aren't interested in Super Mario games, and that Nintendo has to cater to their needs. Might this result in a cut-back in Mario titles in favour of Tamagotchi spin-offs?

As an older reader (16) and an experienced gamer, I don't look forward to nurturing a baby monster, just to watch it die.

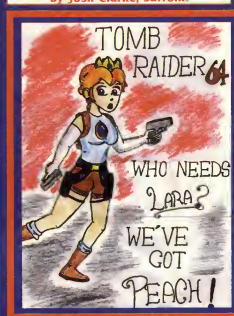
I own a Nintendo 64 and will be buying a 64DD. I hope that, along with these Pokemon games, Nintendo doesn't neglect those fans who were there in the NES days.

Andrew Cumming, Leven, Fife.

(COMMENT) The point Miyamoto made was that experienced gamers grew up with Mario, and that the next generation might want something different. That's not to say we won't see Mario again, it's just that Nintendo feels it must research the market more.

PICTURE OF THE MONTH

By Josh Clarke, Suffolk.



Thanks to Acclaim, both Letter and Picture Of The Month win a copy of...





READER SPICE GAME

THE SIMPSONS 64

GAME TYPE 3D
Adventure

NO. OF PLAYERS
One player

SCENE SETTER
The Simpsons family explore Springfield, and try to stop Mr Burns' evil plans.



WHAT YOU DO Once again, Mr Burns wants to rule the world. The Simpsons must explore

Springfield and locate his secret hideout. Other characters from the TV programme also appear as end-of-level bosses.

BEST BIT Playing quirky little sub games like hitting Principal Skinner with water bombs to gain extra lives.

JUST IMAGINE Big fat Homer chasing after the doughnut thieves.

LIKELIHOOD Why should it always be Mario? Bart proved to be a hit on the Super NES, and the cartoon is still a huge success. If you combine the popularity of the N64 and The Simpsons, you'd have a sure-fire hit on your hands.

● Thanks to Graeme Bowman of Cumwhinton. You're the proud winner of a Dattel ShockWave force feedback unit. Send your Spice Games to the usual Official Nintendo Magazine address.

TAKE YOUR TIME

Dear Club Mario,
I'm beginning to get annoyed by people complaining about Nintendo games being delayed. In my opinion, these delays highlight the difference between Nintendo and other developers. It seems that Nintendo doesn't mind holding back games as long as the finished product is outstanding. Sony release games which shouldn't pass quality control.

I own a PlayStation, and the only games that come anywhere near the quality of Nintendo are by Psygnosis and Core. I'm pleased both are now working on the N64. Sam Edelman, Fareham, Hampshire.

POPULARITY CONTEST

Dear Club Mario,
Recently I visited Electronics Boutique and handed over my Saturn. I was faced with a choice - N64 or PlayStation. Having owned a NES and a Super NES, I bought an N64 with ISS64. I have to say, I was impressed. It wipes the floor with the Saturn in every aspect and I can't wait to add to my games collection. And at £99.99, it was a real bargain.

This brings me onto my question - why has the PlayStation been so popular? Okay, Sony's won the advertising war, but that shouldn't make too much difference.

Patrick McKenney, Eltham, London.

ONNM There are several excellent titles on the PlayStation, but there are dozens of crap Sony games trickling out every month which wouldn't appear on the Nintendo 64. Just flick through a PlayStation mag and look at the review scores. Very few receive high marks. If a game takes an extra couple of months to make it perfect, I'm sure we'd all rather wait than play a sub-standard title.

ONNM There's no doubt that Sony's huge ad campaigns have helped its cause. After all, the more people who know about a product, the more people will buy it. This, coupled with the N64's delays, have made the PlayStation a success. But Nintendo is back on track and closing the gap.

TOMORROW NEVER COMES

Dear Club Mario,
I've heard rumours that James Bond won't be appearing on the N64 in his new adventure, Tomorrow Never Dies. In fact, it'll be on the PlayStation. Is this true? Not only would it be guaranteed to sell well on both consoles, but it would be taking a step down by appearing on a 32-bit machine. If it's true, Rare will lose out on a massive profit.
Stuart Gaffney, Dingwall, Scotland.

ONNM The game's being developed by MGM (the makers of the film), and it's been confirmed that it'll appear on the PlayStation. It's worth pointing out that it could still appear on the N64 as well as other formats. Although we might not see Tomorrow Never Dies, there's nothing stopping Rare releasing another Bond game. Who knows? We might see a classic title which features various scenes from older 007 movies.



ABOVE Link by David Beresford from Kidwelly.

STANDING PROUD

Dear Club Mario,
I'm proud to own a Nintendo 64, but I'm sorry to say that there are no good games for it. It's a fact! There are only two good and successful titles, and they're Goldeneye 007 and Super Mario 64. The rest are rubbish. People want games like Super Mario 64, Die Hard Trilogy and Twisted Metal. My birthday's coming up soon, so I'm looking forward to some good releases. If Nintendo continues to make the same sorts of games, people are going to buy a PlayStation instead.
Gerald O'Donnell, Cork, Ireland.

ONNM Twisted Metal is quite a good game, but I don't think people are screaming out for it. I can't believe you're serious with your comments. There are so many excellent games on the N64 that it's difficult to know where to start. ISS64, Diddy Kong Racing, Lylat Wars - not to mention Banjo Kazooie and The Legend of Zelda 64 coming up in the next few months. I know you can't please everyone, but this is bordering on the ridiculous. Anyway, have a Memory Pak and cheer up.

MARIO'S HAMMER TIME

This month we've got a double treat courtesy of M. Harris from Cardiff and Chris Edwards from Carterton. Between them they sent us a Sega Mega Drive and a 32X. Naturally, we jumped at the chance to put these under the hammer. I think you'll agree that this is the funniest one yet. Cheers guys! The world's a safer place now...





ABOVE Seal's evil dad by Ryan Costello, Northants.

TRASH TALK

Dear Club Mario,
We're writing in reply to Roy Murray's letter in issue #64. We disagree with his comments about the PlayStation rivalling the N64. This is our reply to his ideas...

(1) "The PlayStation was around three years before the N64."

So what! It means that it's older and totally out-of-date.

(2) "There are over 250 great games for the PlayStation compared to 10 on the N64." Oh no, no, no, no! Stop talking garbage. There are only a few great games compared to at least 20 fantastic N64 titles.

(3) "The N64 analogue controller is a great invention, but crap on most games." The 3D stick is amazing, and if you don't like it you can switch to the D-pad.

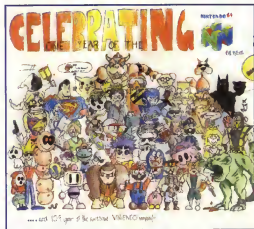
(4) "There's no difference in the quality of graphics. In fact, the PlayStation is better." Where are your glasses, you silly little mole?

(5) "More people are opting for a PlayStation. Why else did Nintendo reduce the price to £99?" Nintendo has made enough profit, so they can afford to drop the price. People only buy PlayStations so they can win a prize in the Mario's Hammer Time column.

(6) "I don't see Maxim, Loaded, FHM, The Daily Star or Capital FM giving away N64s. They all give out PlayStations."

If it wasn't for competitions, shops would have hundreds stuck on their shelves. Bob 'n' Ric, Buckhaven, Fife.

OPINION I think it's obvious that Roy Murray has spent very little time on an N64. To say that the 3D stick is crap was probably his worst mistake. If it's so bad, why did Sony introduce it on their controller. I'm not sure that the price drop was due to Nintendo feeling they'd made enough money, but it's good to know that real Nintendo fans share our views on the superiority of the N64.



ABOVE Paaaamrrrry! by Michael Green, Thame, Oxon.

AGE CONCERN

Dear Club Mario,
Why do games carry certificates? I saved all my money for Duke Nukem 64, only for my mum to tell me that I wasn't allowed it. Who cares if I'm only 11. Two reasons why I wasn't allowed it were the Plasma Cannon and the speech samples. It seems strange because Doom is much more violent. Steve O'Gorman, Moggerhanger, Bedford.

OPINION Due to the violent content in some games, an ELSA rating has been added to inform parents about the nature of the title. This rating is purely advisory, so it's still possible for gamers under that age to purchase it. If your mum feels you're too young to play Duke Nukem 64, we wouldn't dare tell her otherwise. Sorry about that!

To solve this month's brain teaser, simply fill the boxes with the first letter or initials of each answer.

NAME THAT GAME

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

- Beat'em-up set in The Dark Age.
- This issue's Game of the Month.
- Developers of NFL Quarterback Club 64.
- This game's hero rivals Yoshi for tongue action.
- The company responsible for Aero Gauge on the N64.

- Titus' only N64 racing title.
- The setting for Konami's Winter Olympics game.
- Teamed up with X-O Manowar on the Game Boy.
- Native American fighter from Mortal Kombat.
- An American game show coming to the Nintendo 64.
- Konami's 16-bit space shooter.



SEA-MAIL

Blimey! It seems like only yesterday I was asking for your New Year's resolutions, and already Easter is almost upon us. So far, I haven't done too well. I'm still overweight, and I haven't been able to return to my rightful place as head of the Mailbag. Oh well, maybe next year, eh...?

THE REAL DEAL

Dear Seal,

I wrote to you months ago with definitive proof that you don't exist. You didn't print my letter 'cos you're a chicken. I'll give you my proof once again. Way back in issue #11, in a reply to a letter from David Wong, you admitted, and I quote: "Let's face it, I'm supposed to be a robot seal. I don't even exist."

Paul Taylor, via e-mail.

SEAL Cor, you're going back a long way. The reason I said I wasn't real was 'cos readers weren't used to strange phenomena back then. With programmes such as The X-Files, people are willing to believe that weird things happen. I'm living proof of this. So, Paul, I think that clears up this little matter.

SEND 'IM BACK

Dear Seal,

I think Nintendo Magazine is great, but there's one small problem with a member of the team who should be shipped to Antarctica. Yes, it's you ya fat ugly lump. No wonder you've been replaced by Mario and given a lousy column. It's all you deserve, you bucket of blubber. What's wrong with your face? It looks like a lump of lard with eyes. And all these ideas about getting rid of Simon. The truth is you're just scared of him. Owais Ali, Colliers Wood, London.

SEAL I could beat Simon Clays up with one flipper tied behind my back, and that's a well known fact. The idiot's scared of me you know! I was here long before Claysie, and I'll be here well after he's departed. If it wasn't for me, you wouldn't be reading the best Nintendo magazine ever. Just remember that when you're drooling over our next exclusive.

SEAL'S MOST WANTED

- Diddy Kong Racing or Mario Kart 64. Which is better...?
- What will be the next big craze in the UK?
- Could Mario be updated for the 90s?

Robotron was one of the all-time classic arcade games during the early 80s. Now it's back with a complete face-lift to try to grip the nation once more.

The year is 2084 and man has finally created the perfect robot, known as the Robotron. Unfortunately, in their quest for perfection, the designers built the Robotrons to be superior to all creatures – including humans. Now the Robotrons have decided that mankind is no longer needed and must be destroyed so, basically, we're all doomed. Or are we? In a bizarre twist of fate, a genetic engineering error has given one man superhuman powers, one of which is the ability to take down the Robotron clan and restore normality. The man in question is you!



THIRD

"Yeah, that's right, mate, run! Run while I save your executive hide! You city types are all the same, with your Italian suits and your briefcases..."



ROBOTRON 64



Almost as frenetic as the arcade.

FAST 'N' FURIOUS

Robotron is one of the most manic shoot-'em-ups ever. Each level takes place on a single-screen arena that quickly fills up with enemies. To clear the stage you've got to destroy all the Robotrons but, if your reactions are slow, you've got little chance of coming out alive. But there's much more to your assignment than just killing everything that moves...



SENDING OUT AN SOS

Dotted throughout each level are humans frantically running for their lives. You must try to save as many as possible by passing through them. Not only does this prevent them transforming into a Robotron clone, it also scores bonus points. Thankfully they're laser-proof, so you don't have to worry about killing them when shooting in their direction.



"Fear not, madam, I'll save you!"



"Back you fiends! Back I say!"



"No-one comes between a man..."

"... and his 2,000 point bonus!"

BY: CRAVE ENTERTAINMENT

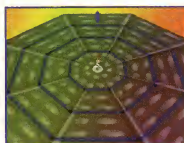
PRICE: SEE IMPORTER

TELEPHONE: NOT APPLICABLE

RELEASE: OUT NOW (US)



GAME TYPE:	SHOOT-EM-UP	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-2 PLAYERS	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	2 PLAYER	MEMORY PAK:	SAVE PROGRESS



"All right there, mate? Nice day."

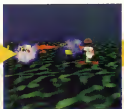


"Hey, he's a Robotron! Kill him!"



WAVE UPON WAVE

After every twentieth level you enter a bonus screen. Wave upon wave of drone targets fly across the stage, giving you little time to shoot them down. However, remove an entire swarm and the extra bonus points start to mount up. Thankfully, you can't die in this part of the game, and the worst thing that can happen is that you'll get knocked onto your backside. Points do earn extra lives, though, so make every shot count.



Bees! Bees! Millions of bees! And points! Points! Millions of points! Well, maybe not millions. You need to learn the patterns of the bonus levels to rack-up the maximum bonus.

SHORT, SHARP SHOCK

Although they look harmless, Electrodes zap you on contact. Luckily, they can be removed with a single shot. In the later levels they can even be used to your advantage. By firing into the Deflector Electrodes you can spread your weapon's fire to unreachable parts of the screen.



Zap away to destroy the fence.



KAZZK! Electrodes must DIE...!

QUICK ON THE DRAW

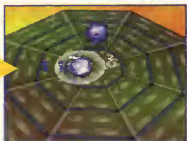
The original Robotron arcade machine was notable 'cos players had to use two joysticks – one to steer the guy and another to aim his gun. In this version, the 3D Stick controls the game's hero, and the C-Buttons are used to fire in eight directions – perfect! It's also possible to change the camera angles by pressing the Shoulder Buttons, but as the action heats up you can easily hit this by mistake.



Run left and shoot right! Remember Smash TV on the Super NES? That's kinda how it works.



"They're coming from the left!"



"They're coming from above!"



"More from the left! Waaahh!"



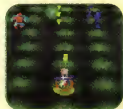
"Phew. Can I have my bonus now?"

ARMED TO THE TEETH

Unlike the original arcade version, Robotron 64 has power-ups. They're not particularly exotic, but when the arenas get crammed with Robotrons they come in handy. You have to keep your eyes open, though, 'cos they appear at random and they only hang around for a short while.

SHIELD

This makes you invincible for a short period. The shield generates a laser ring that absorbs enemy fire.



TWO-WAY

This little power-up lets you fire both forwards and behind with one shot. Excellent for clearing a path.



THREE-WAY

The three way shot fires forwards and to both sides. Keep moving ahead and you won't have any problems at all.



1-UP

Look out for the strange shiny humanoid figure. Run into this and you'll be rewarded with an extra life.



SPEED UP

Find the boots and you can move at twice your normal speed. Good for escaping, but watch where you're going.



FLAME THROWER

The perfect weapon for destroying close-range enemies. This fries Robotrons to a crisp in seconds.





GRUNT AND GROAN

The standard Robotron enemy is called a Grunt, and there are four Grunt variations to cope with. As you progress you come across more Robotron variations, including four types of Hulks, Spheroids, Enforcers, Quarks, Tanks and Brains. The more advanced models yield more points, so top players can rack-up whopper scores... if only they can survive!



THE 64-BIT TREATMENT

With Robotron being updated for the 90s, we looked at some of our other favourites of yesteryear which could be chart-topping hits, if only someone were to give them a makeover. Oi, game manufacturers! These are the games we want to see!

FOOTBALL MANAGER

Wouldn't it be great to take control of your favourite team on the N64 and guide them to the Premiership crown? Buy and sell players to strengthen your 64-bit squad.



HYPER SPORTS

The follow-up to Track and Field. With events like Skeet Shooting, Swimming and Archery, there were more challenges than simply button-bashing to victory.



DEFENDER

The ultimate shoot-'em-up from the Eighties. Imagine flying through 3D towns, blasting the invaders and saving the human race. This would be awesome.



MANIC MINER

The classic Spectrum title. Your objective was to collect keys which enabled you to open doors and collect treasures. As a 64DD game, the levels could be huge.



64 VIEW

"Brings back happy memories for crusty players."

SHAUN WHITE

I was a huge fan of Robotron in the arcades, so there was every chance that I'd fall in love with this. However, I soon discovered that, while Robotron 64 has

the same raw ingredients as the original, it's lost a lot of the challenge. In the original you needed enormous skill to survive past level five, when the screen would be crammed with Robotrons. Now you can reach level 50 without breaking

into a sweat. Robotron 64 is still a fun game, though, and it should bring back happy memories for crusty game players like myself. If you're a newcomer to the craze, play before you buy. You may be pleasantly surprised.

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Anyone who knows anything about ice hockey will instantly recognise the name Wayne Gretzky. He's one of the greatest players the sport has ever seen, so it's not surprising that Midway has got him back to endorse its latest Nintendo 64 sim...

It seems like only a few weeks since the first N64 Wayne Gretzky game graced our cartridge slots, but its frantic gameplay and slap-shot excitement meant a sequel was always on the cards. For this edition, Midway has updated the statistics and team line-ups for the 1997-98 season. But have the coders added anything to the gameplay? Read on and find out if Wayne Gretzky's 3D Hockey '98 has what it takes to ice-up your life...



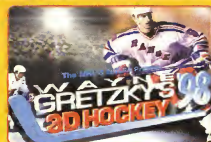
WG98 has great arcade-style graphics, but is it any good?

WAYNE GRETZKY'S 98 3D HOCKEY



WELCOME TO THE NHL PLAYOFFS...

There are three different game modes in WG98. In Arcade mode your job is to defeat every team in each division to win the tournament. Lose and you'll play on with that team 'til you become the overall winner. In Season mode you have to play a complete 82-game tournament and fight it out in the playoffs to determine who's the star team of the NHL. If you haven't got the time to go through a whole tournament, you can cut to the chase with the Playoffs mode which takes you straight to the final nail-biting do-or-die matches.



BY:
MIDWAY

PRICE:
SEE IMPORTER

TELEPHONE:
NOT APPLICABLE

RELEASE:
OUT NOW

BELOW It's frantic out on the ice, so look for the purple puck streak.



GAME TYPE:	SPORTS SIM	CART SIZE:	64 MEG
NO. OF PLAYERS:	1-4 PLAYERS	BATTERY BACK-UP:	NO
MULTI-PLAYER MODES:	VARIOUS	MEMORY PAK:	YES

CAPTAIN HOOK

Mastering the game means getting to grips with a wide variety of offense and defence moves. Here's a look at four of the most useful...



HOOK

A fantastic move that's easy to manage. Hit Top-C and your player will hook his stick under an oncoming opponent and leave them sprawling on the ice, giving you time to grab the puck.



CHECK

A better way to get hold of the puck is to bodycheck your opponent. Instead of putting your stick first, use Left-C to slam into them with your body and shove them off the puck.



ONE-TIMER SHOT

For this to work, make a sprint for goal with another attacker and press the A and B buttons simultaneously. He passes to his teammate and sends the puck scorching towards the net.



TURBO

Bearing down on goal with an opponent in your face? Press Bottom-C and you'll get a burst of energy that should let you take the slipstream and go for goal without any bother.

GET YOUR SKATES ON!

There's a range of game settings in WG98. For example, there are five computer difficulty levels to try and conquer, while penalties, fighting, player fatigue and game speed can be turned on and off. Also, as in most sports games, WG98 lets you view the action from seven different camera angles in various positions around the rink.



0-0 so far in tonight's match-up.



Burst the net with blinding shots.



Only the keeper to beat now!

ICE WARRIORS

Ice hockey matches are notorious as the feisty players occasionally like to down sticks for a spot of handbags-at-five-paces. Fortunately, we're pleased to report that this brutal side is reflected in WG98. If a player takes too much hassle from the opposition, the action stops while he takes some time to smack seven bells out of his assailant. This is ice hockey, though, so don't go looking for super-fast-spinning-kicks-at-the-speed-of-sound.

Or fireballs. Instead, you're limited to four punches: hard punch, quick jab, grab and punch 'n' uppercut. Who said violence never solved anything? Not us!



It's not Fighters Destiny, but having a scrap is a great laugh in WG98.



Getting the hang of scoring takes some time and effort, but it's worth it.

FRESH ICE

So, what's new in this Gretzky game? Not a lot, actually. Looking on the positive side, the official endorsement allows the most recent player line-ups and team colours to be used. The computer's intelligence has been improved, too, so scoring isn't just a matter of blasting the puck goalward. In the first game you could score easily with near-post shots, but now you have to try to catch the goalie out of position. Aside from these minor tweaks, this version isn't much different. The annoying commentary is still there and the graphics look the same.



"There's not a great deal to warrant buying it."

TIM STREET

There's no denying that Gretzky's '98 is an accurate look at the NHL, with cool arcade-style twists. But for all those who picked-up the game

first time round, there's not a great deal to warrant buying it unless you're a true fan of the sport. It's good to see that the Artificial Intelligence has been improved, giving the sequel lastability, but the game

graphics haven't changed. If this is your first foray into N64 ice hockey games, WG98 is the one to buy. Otherwise, save your money for next year's model when the standard may be improved more.

Ever since David's trip to Space World, we've all been gagging to play 1080°. Well, the waiting's over, so it's time to find out if it's really cooler than an eskimo's cold bits...

Nintendo's sense of timing is impeccable. To catch the avalanche of publicity surrounding the Nagano Winter Olympics, the Big N has decided to release 1080° while the going's good. Thankfully, it's a more serious look at the sport than Snowboard Kids, an ice-cool simulation which is sure to please die-hard fans and anyone else who's after a bit of mountain madness. Let's hit the slopes...

1080°

TenEighty



BY: NINTENDO
PRICE: SEE IMPORTER
TELEPHONE: NOT APPLICABLE
RELEASE: OUT NOW (JAPAN)

INVERSE WHAT...?

1080° uses a graphics system called 'inverse kinematics', first used by Nintendo over a year ago in WaveRace 64. Inverse kinematics allows computer characters to move realistically. Picture this. When a person moves their foot forward, their lower leg moves first, followed by their thigh, hip and then the rest of their body. Using IK, characters move exactly like real humans do. In 1080°, you'll gasp in awe as the 'boarders buckle, topple and weave when sliding down the slopes, and if you half-close your eyes you'd swear you're watching the telly. Impressive, no?



COOL BOARDING

1080° isn't the only 'boarding sim. 'Cos of the sports rising popularity, coders haven't shied away from bringing it to the Saturn, PlayStation and the N64. Let's see how they match up...



STEEP SLOPE SLIDERS

Thought by some to be the best console 'boarding game, Steep Slope Sliders is okay, even if it is on the Saturn. Pretty basic and easy, and nowhere near as good as our 1080°.



COOL BOARDERS

Sony's effort has been well-received by acne-infested GreyStation owners. But with flickery graphics and limited courses, it never catches the atmosphere of hurtling down steep mountain slopes.



SNOWBOARD KIDS

Mario Kart 64 on snow? Not quite. With great courses and cartoon graphics, this is a laugh for you and a few mates. However, the game seriously lacks long term appeal.



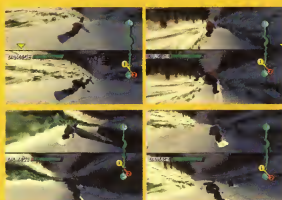
MODES TO MEASURE

1080° has done N64 owners proud with its range of options. There are no fewer than five modes to try, as

well as a Practice option to work out all the tricks. The tracks aren't just covered with snow, though. Blizzards, glaciers, fallen trees and sun glare are just some of the dangers you'll face...

CONTEST

Same as Match Race, but this time there's a slalom. Finish before time runs out and you'll be taken to the top of a jump where you must perform as many stunts as you can before landing.



2-PLAYER VS

This is where the game really heats up. Whether you feel the need for speed or a license to skill, the choice is yours. All that really matters is that you cross the finish line before your mate.



TIME ATTACK

'Board from the top of the course to the bottom in the quickest time possible. The slippery, winding courses are ideal to practice on, even if you aren't quite a 'boarding expert just yet.



MATCH RACE

Race on Easy, Normal or Difficult levels. With more than five courses – including the beautiful Golden Forest – and only three chances, you'll have to be good.

TRICK ATTACK

If you've managed to pull off a tail grab with a 1080° spin, then Trick Attack is where you want to be. Hurtle down a halfpipe, trying to perform as many cool tricks as you can.





TRICKY CHALLENGERS

In 1080 there are five 'boarders to choose from – Dion Blaster, Rob Haywood, Akari Hayami, Kensuke Kimachi and Ricky Winterborn – all of whom you'll meet in the Clubhouse at the beginning of the game. In the Clubhouse you can also choose one of the 'boards, all of which have been based on Lamar's 1999 models. Select wisely as each board's Response Time, Edge Control and Speed are different.

CAN YOU TRICK IT?

If you thought Paul Daniels had a lot of tricks up his sleeve, then take a gander at this. Each 'boarder can perform 11 grabs. By speeding off a jump, wiggling the 3D Stick and pressing the B button, they can pull-off a Stiffy or an Indy Nosebone. The 'boarders also have the ability to spin in mid-air by pressing the Right Shoulder Button with a combination of the 3D Stick and the B button. Anything from a 180° to a 1080° spin is possible.



64 VIEW

"Leaves Cool Boarders on the starting line."

TIM STREET

Nintendoids, take note... 1080's another gaming milestone. 1080's an awesome title that leaves Cool Boarders and Steep Slope

Sliders on the starting line. With superb character animation and tricky tracks to race, you'll soon feel like you're actually on the icy slopes. The stunt option is ace, too, but it'll take you some time to work out the tricks and perfect your landings.

One worry is whether the PAL version of 1080 will be as disappointing as WaveRace 64 which suffered from a slow, lazy conversion. If the UK version's as good as the import cart, this'll blow your mind when it arrives later this year.



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OFFICIAL NINTENDO 64 PLAYLIST



SUPER MARIO 64 £49.99

Nintendo 95% ★★★★★

WE LOVE Mario's still unspeakably brilliant.

WE HATE Nothing. It's flawless.

KILLER INSTINCT GOLD £54.99

Nintendo 84% ★★★

WE LOVE Ace characters, rockin' music.

WE HATE Fussy key combos.

MARIO KART 64 £49.99

Nintendo 90% ★★★★★

WE LOVE Awesome in multi-player.

WE HATE Terribly dull in one-player.

TUROK: DINOSAUR HUNTER £39.99

Acclaim 95% ★★★★★

WE LOVE Incredible 3D graphics.

WE HATE Gameplay gets repetitive.

MORTAL KOMBAT TRILOGY £49.99

GT Interactive 56% ★★

WE LOVE Full range of Mortal fighters.

WE HATE Bad sound, dodgy graphics.

HEXEN £49.99

GT Interactive 60% ★★

WE LOVE Sprawling mediaeval levels.

WE HATE Poor graphics and gameplay.

SHADOWS OF THE EMPIRE £49.99

Nintendo 86% ★★

WE LOVE The Battle of Hoth is superb.

WE HATE Uninspiring missions.

WAVERACE 64 £49.99

Nintendo 92% ★★★★★

WE LOVE Remarkable AI and courses.

WE HATE Lazy PAL conversion.

F1 POLE POSITION 64 £59.99

Ubi Soft 76% ★

WE LOVE This game sucks. Big time.

WE HATE A Nintendo 64 travesty!

PILOTWINGS 64 £49.99

Nintendo 84% ★★★★★

WE LOVE Relaxing flight experience.

WE HATE Some levels are frustrating.

DOOM 64 £49.99

GT Interactive 85% ★★★★★

WE LOVE Creepy and claustrophobic.

WE HATE Flat, 2D monsters.

TOP GEAR RALLY £54.99

Nintendo 89% ★★★★★

WE LOVE The most realistic tracks ever.

WE HATE Some cars are too slow.

BLAST CORPS £49.99

Nintendo 87% ★★★★★

WE LOVE The N64's most original title.

WE HATE Limited lifespan.

WAYNE GRETZKY'S 3D HOCKEY £49.99

GT Interactive 84% ★★★★★

WE LOVE Fast-paced ice hockey action.

WE HATE Very little, actually...

DUKE NUKEM 64 £49.99

GT Interactive 91% ★★★★★

WE LOVE Cool in one- and multi-player.

WE HATE Cardboard enemy sprites.

FIFA 64 £39.99

Electronic Arts 67% ★

WE LOVE Nothing to love here...

WE HATE It's an incredibly bad game.

NBA HANG TIME £49.99

GT Interactive 75% ★★

WE LOVE Mucho slam-dunkin' action.

WE HATE Poor graphics and gameplay.

DIDDY KONG RACING £49.99

Nintendo 94% ★★★★★

WE LOVE Great one-player mode.

WE HATE Having to beat Wizzpig!

ISS64 £49.99

Konami 93% ★★★★★

WE LOVE The best footy sim... ever!

WE HATE Nowt. It's nearly perfect.

WARGODS £49.99

GT Interactive N/A ★

WE LOVE Mortal Kombat-like gameplay.

WE HATE Crap, cheesy fighters.

CRUISIN' USA £34.99

Nintendo 59% ★

WE LOVE A reasonably priced cart.

WE HATE It's pretty crap, really.

PEACHY MOMENTS

Hiyal Peach here with another scrummy Nintendo moment. That Rumble Pak's nice, isn't it? There's nothing I like better than relaxing in front of the telly while the controller goes crazy in my itty-bitty hands. My favourite Rumble is in Lylat Wars. D'ya wanna see...?



After following Falco through a chilly wasteland, Falco finds a new area. The Pak rumble goes as the badies shoot our foxy friend.



As Fox McCloud glides over the rippling water, a sinister rumble begins. Crises! Whatever it is, it's gettin' closer 'n' closer...



Eek! A massive boss appears overhead, and the Pak continues to rumble and crackle as the bully opens fire.

EVERY UK RELEASE REVIEWED 'N' RATED

EXTREME G £39.99

Acclaim 90% ★★★★★


WE LOVE Super-fast futuristic racing.
WE HATE Too fast, lack of control.



SAN FRANCISCO RUSH £49.99

GT Interactive 74% ★★

WE LOVE Another duff racer.
WE HATE Lack of control, crap cars.





GOLDENEYE 007 £49.99

Nintendo 94% ★★★★★

WE LOVE Clever missions, multi-player.
WE HATE One of the best games around.

History: We need to look to GoldenEye's success to see how the N64 can succeed.

BOMBERMAN 64 £49.99

Hudson 80% ★★★★★


WE LOVE Nice graphics and bosses.
WE HATE Disappointing multi-player.



TETRIS/SPHERE £39.99

Nintendo 86% ★★★★★


WE LOVE A fiendish twist on Tetris.
WE HATE Doesn't push the N64.



NFL QUARTERBACK CLUB £59.99

Acclaim 91% ★★★★★

WE LOVE Superbly playable.
WE HATE Nothing. A fine simulation.



LYLATWARS (with Rumble Pak) £59.99

Nintendo 93% ★★★★★


WE LOVE Superb space battles.
WE HATE No level skip.



FIFA '98: RttWC £54.99

Electronic Arts 90% ★★★★★

WE LOVE Full range of teams/stadiums.
WE HATE Gameplay not as good as ISS.



MACE: THE DARK AGE £49.99

GT Interactive 89% ★★★★★

WE LOVE Cool graphics and characters.
WE HATE Limited lifespan.



SNOWBOARD KIDS £39.99

Nintendo 81% ★★★★★


WE LOVE A cutesy snowboard sim.
WE HATE Ten Eighty is much better.



LAMBORGHINI 64 £54.99

Titus 76% ★★


WE LOVE Another racing stinker!
WE HATE Boring, boring, booring!



CLAYFIGHTER 63 1/3 £54.99

Interplay 25% ★★

WE LOVE Cart makes a great door-stop.
WE HATE The worst game on the N64.



MISCHIEF MAKERS £49.99

Nintendo 82% ★★★★★

WE LOVE Twice, Japanese style.
WE HATE Repetitive, annoying sound.



NACANO WINTER OLYMPICS '98 £59.99

Konami 84% ★★★★★


WE LOVE Decent multi-player mode.
WE HATE Some of the events are dull.



CHAMELEON TWIST £49.99

Ocean 77% ★★



WE LOVE A game for the very young.
WE HATE It's dead easy to finish.



WCW Vs. NWO WORLD TOUR £54.99

THQ 86% ★★★★★


WE LOVE Dazzling range of wrestlers.
WE HATE Some moves are difficult.

FIGHTER'S DESTINY £49.99

Ocean 90% ★★★★★

WE LOVE Great range of fighters.
WE HATE The N64 could do better...



5 TOP GAME GIRLS

- B. ORCHIN**

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- KIM WU**

- PILOTWINGS 64**

- KI GOLD**

- PRINCESS PEACH**

- MARIO KART 64**

- PIPSY**

- DIDDY KONG RACING**


5 TOP MEGA MONSTERS

- SOLAR BOSS**

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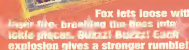


- TUROK**


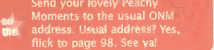
- DOOM 64**

- PIG COP**

- DUKE NUKEM 64**


Fox lets loose with  **Aspen fire, breathing his flames into**  **icy places. BZZZZ! BZZZZ! Each**  **explosion gives a stronger rumble!**

Now the rumbling's  **real! The broken boxes**  **scatters around the screen, taking**  **a final pot-shot at Fox.**

Abhh! The rumbling's so  **strong I can hardly keep hold of the**  **controller. Help meeeeee...**

Send your lovely Peachy Moments to the usual ONM address. Usual address? Yes, flick to page 98. See ya!

NEXT MONTH!

DOUBLE DINO DEAL!

We're goin' back in time for an in-depth first play of Turok's second outing in the Jurassic park. Get ready to rock...



FREE GIFT!

★ YOSHI'S STORY PLAYER'S GUIDE

You've read our review and now you're ready for platform heaven. We'll show you how to find all the fruit, explore every area and get to grips with the hidden Yoshis.

★ TIP-TASTIC!

Be the best N64 gamer around with these top guides

HOW YOU

- Kick ass at multi-player Goldeneye
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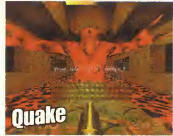


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